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100% FOR YOUR NINTENDO!
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A trip to meet the N-FORCE team!
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PRINCE OF PERSIA
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BOY
SUPER MARIO LAND 2
Death, dust and destruction...
DESERT STRIKE
SNES
NES
BOY
Yoshi's Cookies,
Wing Commander,
John Madden '93, Gods,
Amazing Tennis, Looney Tunes,
Tom and Jerry,
Elite, Drop Zone
£1.95
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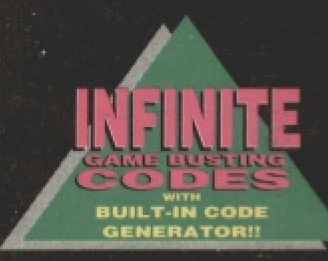
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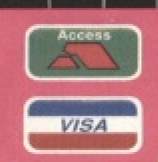
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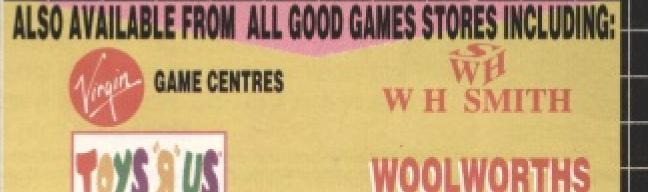


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Fling into 1993!

It's New Year again, the time when everybody makes a resolution or a cup of strong black coffee. Another year looms ahead, full of excitement, intrigue and probably plenty of rain. We at N-FORCE are raring to get stuck into the next 12 months — so from everybody here, a happy, game-fiendish New Year!

ROB — Staff Writer
What a nightmare! As Big Ben donged I was rolling around like a bloated walrus on account of all the mince pies and chocolate bars I'd eaten. From now on I'll give the mince pies and chocolates a miss and stick to Brussels sprouts and gravy. New Year's resolution: go totally barmy and spend all month playing *Tetris*.

NICK — Deputy Ed
New Year's eve parties, don't ya just love 'em? I spent the night being a DJ at a local top night spot (a shed with three sheep) to see in 1993. All the great party records were there — *Agadoo*, *The Birdie Song* and of course *Donald Where's Your Troooosers*! As long as the cider keeps flowing I'm happy! My New Year's resolution is the usual — to take more exercise and finally complete *Zelda III*! Have fun.

DOUG — Ed
Glasgow on New Year's eve — what a hoot!

First they put me in a little tartan number for a laugh, freezing my nether regions off. Then they give me a lump of coal, fill me full of shortbread and tell me I can't come into the house after midnight because it's be bad luck.

New Year's resolution — to spend all month practising caber tossing.

CHRIS — Prod Ed
New Year's eve was so embarrassing. I went to a disco with some pals. We were having a good time until some idiot starting fighting with his girlfriend. I'd just been playing *Street Fighter II* so I dived in and gave this guy a Dragon Punch. I thought I was doing pretty well until his girlfriend gave me a Spinning Bird Kick.

Now I've got bruises the size of Zangief all over my lardy butt!

CHIKE — Designer
New Year's eve, I remember it well. While everyone was joining in the festivities downstairs I was hiding behind the locked door of the bathroom with a copy of *Mario Land 2* on the Game Boy. Three hours I spent in there complaining of a stomach pain. Little did they know I was a man with a mission — the princess was in trouble and I was going to save her!

CARL — Staff Writer
What a night! I was left out in the cold to see in the New Year with nothing but a small piece of nutty slack for company. Luckily I'd taken my Game Boy as well as my bottle of Pepsi — my, how the hours flew past.

Not only did I see in the New Year, but I also saw a high score on *Tiny Toons* and several pink elephants.

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line-up

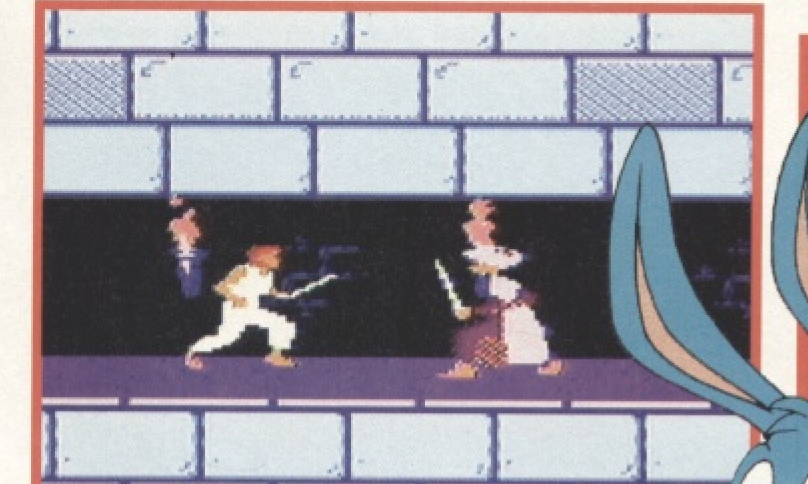
Blasting into 1993 with full force!



Desert Strike



Grab a big chopper and set to work on those enemies with even bigger guns. The helipad is over on **Page 14**, Mike Smith will give you your mission briefing…



Prince of Persia™



Turbans, mice and pointed slippers abound in this great conversion of the classic adventure game. Get out your sword and leap over to **Page 30**.



Super Mario Land 2



The plumber with more pizzas up his sleeve than Gino Ginelli is back on your handheld. Collect six gold coins and pop over to **Page 32** for all the latest gen.

Featured!

Regulars!









68 Yank Tank

The big bad Marshal dolls out the latest gossip from America.



70 Six of the Best

Strap yourself into a racing car and vroom into the best racing games on all formats.



78 More compos

Win more *Gods* and *Wing Commander* stuff than you could possibly imagine!



104 Subs & Winners

Subscribe to the best Nintendo magazine you will ever read!



106 Junk Mail

More of your letters, drawings and the essential reading, *Say What*? Plus more problems solved by Nick!



106 Xpress Card

Your chance to take home goodies galore in our amazing giveaway.



112 N-Mart

All those unwanted Christmas presents together under one roof, with easy car parking too!



114 Next Month

Yes! Another fabulous issue winging its way to you very soon; with free bits and pieces strapped to the cover!

Super NES

NES

Game Boy



Chocolate crunching

Once again Nintendo and Cadbury have joined forces. This time it's a Crunchie bar tie-in with the chance to win 1,000 Game Boys in a 12 week promotion which has been running from the end of November.

There'll be no less than 25 million bars containing the Game Boy logo on the inside of the wrapper, and details of how to win your own handheld friend.

Platform game?

Bandai has taken the Game Boy underground and targeted an extensive advertising campaign at commuters.

Giant posters depicting the handheld and its many titles are plastered around 450 sites on the London Underground. They encourage travellers to 'be somewhere else' — easier said than done on the tube!



It's a bargain!

Yep — it had to happen. You can now get your grubby mitts on a SNES console for less than £100. Comet is selling the console with nothing else (we're not even sure you get it in a box) for £99.

Or you can go for the SNES with a copy of *Super Mario World* for £119 from Dixons (a drop of £10).

But if you want a real bargain, wing it over to the States, where the SNES console is now selling for about £55. That's less expensive than some of the carts you can get for it!

SNES-mania!

About 700,000. That's the estimate for the amount of SNES consoles in Britain last year.

Bandai, Nintendo's arm in the UK, has described the interest in their 16-bit games machine as incredible: 'The market has just gone bananas,' said a spokesman.

Although Sega has not released official figures, it's believed a similar amount of Mega Drives were sold — but the SNES was only on sale for two thirds of the year.

Estimates for the NES were around 400,000, and somewhere below 800,000 for the Game Boy.

Whotta wodge!

Nintendo games in Japan were so popular last year the company has announced huge profits for 1992 — putting it third behind only Toyota and Nippon Telephone and Telegraph (NTT).

Total 1992 profits for the company are estimated at £0.8 billion with £1.2 billion of games and consoles sold last year. No small wonder Nintendo can buy a Major League baseball team without batting an eye.

Street Fighter 150!

That's how many people it took to put this mega splendiferous (and pretty tidy) SNES game together. According to Nintendo, 150 designers and technicians toiled for six months to create the 16 mega-bit smash-their-face-in extravaganza.

Nintendo also believe it's the best game ever invented — a pretty bold statement. What do you think?



What a show off!

It was huge! Thousands upon thousands of screaming game fiends converged on the Birmingham NEC for what many reckon was the best games show this year. The Gamesmaster Live featured all the biz — from *Street Fighter II* challenges hosted by Dominik Diamond to massive video walls, virtual reality and free game playing.

Not only could you play to your heart's content, you could also see some of the latest gear and carts from the best companies. There was a go-cart track, laser tag, a great big Gamesmaster stage, and a huge inflatable Mario overlooking all the action. Even the Gladiators made an appearance!

The show ran for three days and the three halls at the NEC were full for most of them. Probably the biggest hit was the Gamesmaster stage and Dominik Diamond strutting his usual stuff for the crowds.

Nintendo were there, showing off a range of top games such as *Street Fighter II* and *Super Mario Kart*, and so were **Sega** with big *Sonic 2* stands around the hall (retch, yeuch!)

But no matter what the companies thought, the best bit was the games. There were heaps of them to play, and heaps of new ones being shown off.

Let's hope we get more shows like this…



The virtual reality demonstrations were one of the highlights of the Gamesmaster Live show with queues of people waiting to give it a try.

Pure Genie-ous!

It's here at last — the long-awaited Game Genie for the SNES and the Game Boy. This handy bit of kit gives you heaps of extra lives, energy, power and weapons — the Genie has already been a huge hit on the NES.

Now the SNES version is here you can expect codes for *Street Fighter II*, *Super Mario World* and *F-Zero* allowing those having difficulty to finish the games!

The Genie plugs into the SNES or Game Boy and the cart plugs into the Genie. When you turn the game on you get a code screen — just look up the code book supplied with the Genie and away you go.

There are codes for mega jump, level select, super speed, changing music, invisibility, retain special powers, alter gravity and extra cheese topping — the list never ends! With the Genie you get codes for about 100 games, and the number of a help line which can give more info.

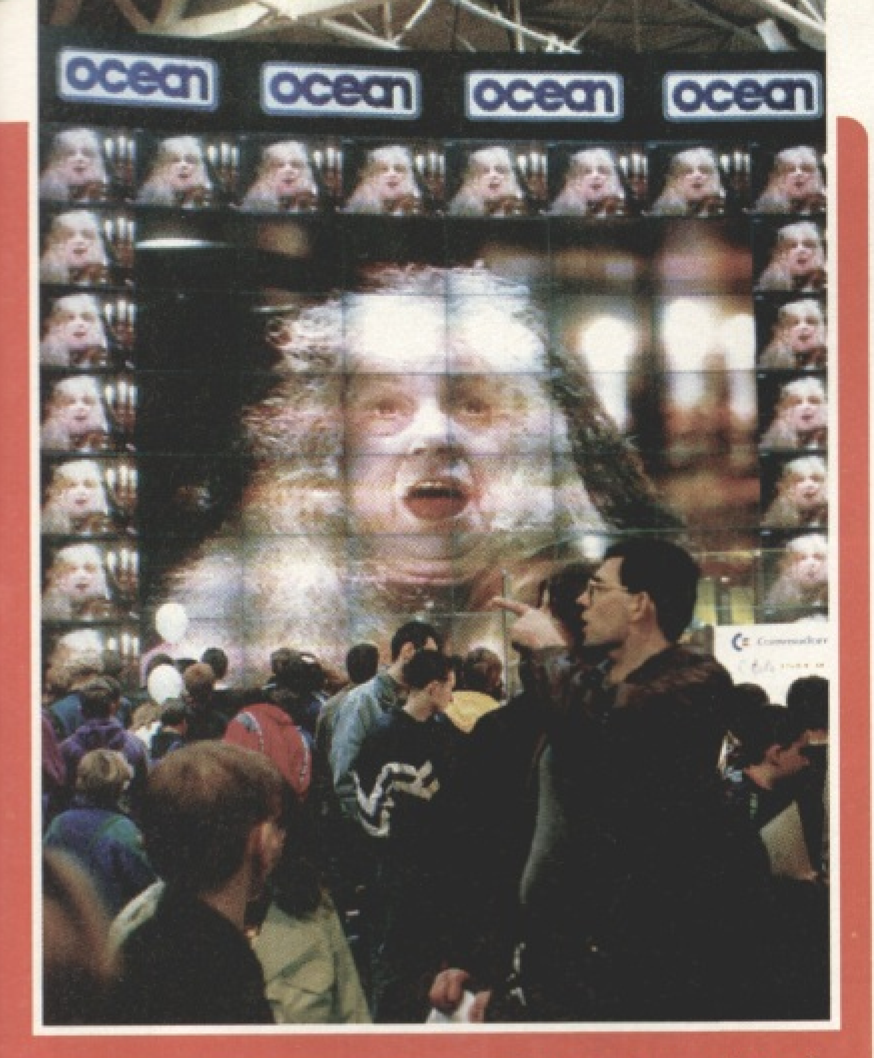
We've already had a look at them both at N-FORCE, and take our word for it — they're great pieces of kit.

The Game Boy Game Genie will hit the shops late this month priced around £30, and the SNES Genie is due on sale in March at £44.99.

See The Yank Tank on pages 68 and 69 for more info on the Genie.



Andy Hiseman of Hornby Hobbies with the new Game Genie for the Game Boy. Hundreds of codes are now available for games players.





With a huge video wall and games playing constantly throughout the weekend, the Ocean display (above) was a real eye catcher!

Mario as a blow-up doll? Yep, everybody's favourite Italian was there keeping a watchful eye on the day's events. Look at the size of that moustache — I bet Marshal's jealous!

CD in trouble

The **Nintendo-Sony** CD-ROM project seems to be on the rocks after an apparent disagreement between the two companies. Only a few months ago things appeared rosy for an August 1993 launch of the hotly tipped Playstation, a machine playing CD games and SNES carts.

But according to **Sony**, development of the Playstation has now been 'postponed indefinitely.' Although no reasons were given as to the break from **Nintendo**, it appears differences in opinion ultimately proved unbearable.

Sony had hoped to launch Playstation as early as December 1991, but could not agree about software development with **Nintendo**.

In the end **Sony** caved in, but the reconciliation proved bitter and short. It appears **Nintendo's** unwillingness pushed **Sony's** patience to breaking and all bets are off for the August '93 launch of the CD-ROM system. ***— from NORTON KAI, JAPAN***



It's showtime...

More than 150,000 people (double the estimated attendance of Gamesmaster Live) are expected at a huge electronics and games show in London next September.

Virtual reality demonstrations, new Nintendo and Sega games and plenty of fresh candy floss, it's all going to be there!

The Sun newspaper is holding a virtual reality challenge, TV stations will be broadcasting live, and the *News of the World* has planned a summer snaps competition. Other newspapers invovled include *The Times, Today* and *The Sunday Times*.

The show will occupy two mammoth halls at Olympia, London, and is planned for 16-20 September — it's one date to jot down in your diary. Watch this space for further details...

Mario hits the arcades

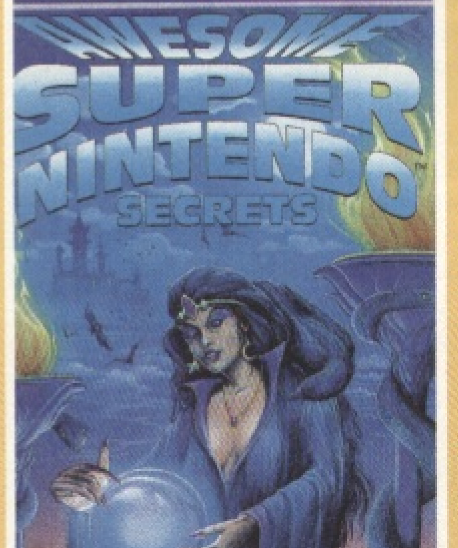
Soon to appear on the arcade scene is the *Super Mario Bros* pinball machine from **Brent Leisure**. *Super Mario Bros Mushroom World* features a unique dot matrix display, interactive sub games, *Mario Bros* music and sonics.

It's destined to set arcades alight and we can't wait to get our grubby mitts on one. For further details watch this space.



Tantalising tips

Two brand new books packed with tips for your Nintendo have just hit the streets from **Kurma Computers**. The first is *Corish's Console Guide* written by Dean Corish. Including hints for SNES, NES and Game Boy, it's the console equivalent to the Computer Games Guide which became the top selling tips book in the UK.

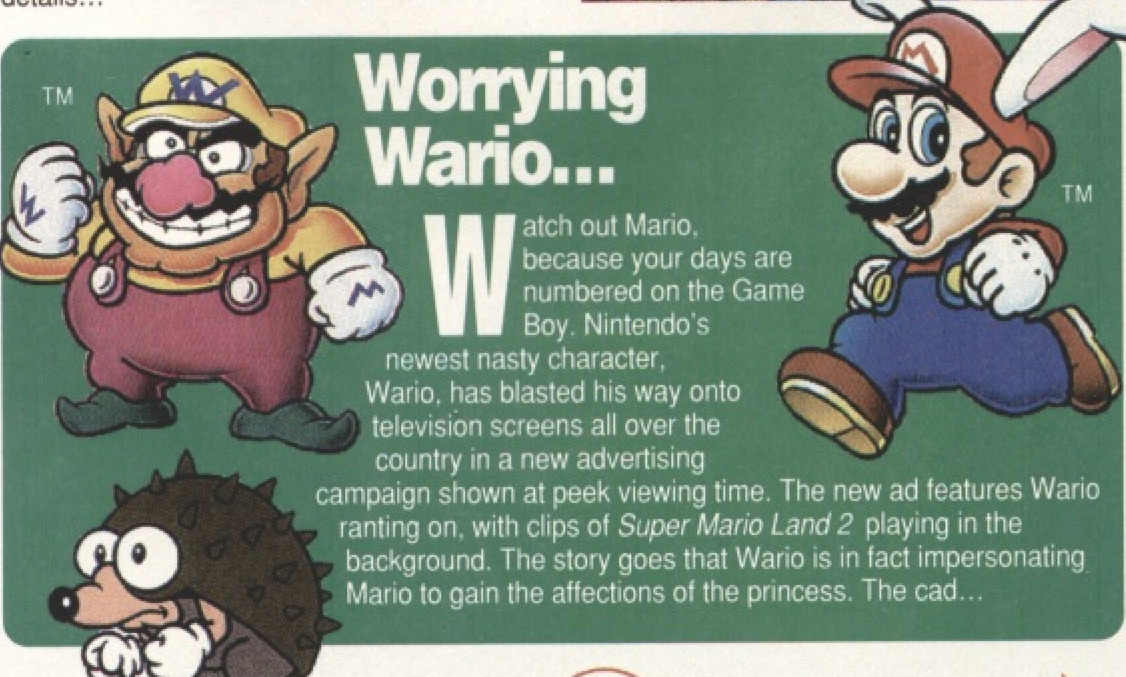


For SNES owners there's the *Awesome Super Nintendo Secrets* book featuring solutions to top games, including *Super Mario World, The Legend of Zelda* and *Out of this World* — we'll all be having a peek at this one!

It also includes heaps of pictures of the more difficult levels and ways to defeat end-of-level baddies and find hidden treasures!

Both books are available from most book shops priced £9.95.

Worrying Wario...



Watch out Mario, because your days are numbered on the Game Boy. Nintendo's newest nasty character, Wario, has blasted his way onto television screens all over the country in a new advertising campaign shown at peek viewing time. The new ad features Wario ranting on, with clips of *Super Mario Land 2* playing in the background. The story goes that Wario is in fact impersonating Mario to gain the affections of the princess. The cad...

Coming your way

NES

Parasol Stars	This month	£39.99*	Ocean
Prince Valiant	This month	£39.99*	Ocean
Addams Family	This month	**£39.99**	Ocean
Talespin	Out now	**£39.99**	Capcom

G-Boy

Lemmings	This month	£24.99*	Ocean
Super Mario Land 2	Out now	**£29.99**	Nintendo
Titus the Fox	Spring	£24.99*	Titus
Adventure Island 3	Spring	£24.99*	Hudsonsoft
Star Wars	This month	**£25.99**	JVC

SNES

Dragon's Lair	Out now	**£44.99**	Elite
Another World	Out now	**£44.99**	Interplay
Lethal Weapon	Spring	£44.99*	Ocean
Mr Nuts	Spring	£44.99*	Ocean
Hunt for Red October	This Month	£44.99*	Hi-tech
Human Grand Prix	Spring	£44.99*	Human
Populous	Spring	£44.99*	Imagineer
Axelay	This month	**£44.99**	**Konami**

***Estimated prices to be confirmed.**
These lists are estimates from the companies and therefore release dates may change between now and then. Remember, these are official release dates in the UK — you can buy many of the carts earlier from importers advertising in N-FORCE.

It's the chance you've been waiting for — to become an instant star and do the dirty on your family at the same time! That's right, the winner of our exclusive Big Breakfast Master Blaster competition this month will have the chance to put their entire family on Britain's most popular morning television show for a whole week.

You'll be whisked to London and given the VIP treatment courtesy of Planet 24 and N-FORCE. See behind the scenes at the Big Breakfast and watch the show being put together live.

Of course there'll be the chance to meet Ben the Boffin, star of the programme's Master Blaster competition and see Chris and Gabby in actio.

All you need to do is fill in the special entry card attached to your copy of N-FORCE. Go on, make yourself famous…

THE BIG BREAKFAST

Plastic fantastic

These plastic figures, about an inch-and-a-half tall, are big business in Japan. Officially dubbed Gachapon by **Bandai** (toy industry giant) the figures are dispensed in pairs in small plastic capsules from glorified bubble gum machines. Drop in a 100 Yen coin (about 50p), crank the handle and a capsule drops out of the hatch. Besides *Street Fighter II* and *Super Mario World* figures, there are innumerable other series of figures including Godzilla, Gundam robots and countless TV animations. Our Tokyo correspondent has blown a small fortune in tobacco money in a futile effort to get Ryu. More details if he succeeds…



New game machine?

News from the grapevine — a new 3D optical game console complete with a 32-bit chip is apparently under development in Japan. Called the 3DO, it's rumoured the console will have a RISC chip and use CD-ROM software. The **San Mateo Software Group** (SMSG), a jointly owned subsidiary of **Electronic Arts** and **Matsushita** (Japan's electronic industry power-house) is believed to be behind the new machine. Besides **Electronic Arts**, **Lucas Arts** and several other developers are said to have indicated their intention to provide the all-important software for the new format.

No official announcements about pricing, launch date and specifications has been made. Will it beat **Nintendo's** CD-ROM out of the gate? Stay tuned....



Give it some Agro

Hot from the press at **Cheetah** comes the latest addition to their FuturiStick range — the Agrostick for the NES. Crafted in a futuristic design it features auto fire, micro-switches and a skull-shaped trigger.

The Agrostick's available from all good retailers priced £14.99.



Ballistic blasting

New from **Cheetah** is a radically designed joypad for the NES. The V-shaped Bollistick has all the usual auto- and turbo-fire buttons and looks absolutely great. At this price it's well worth a peek.

The Bollistick is available from usual outlets priced £9.99.

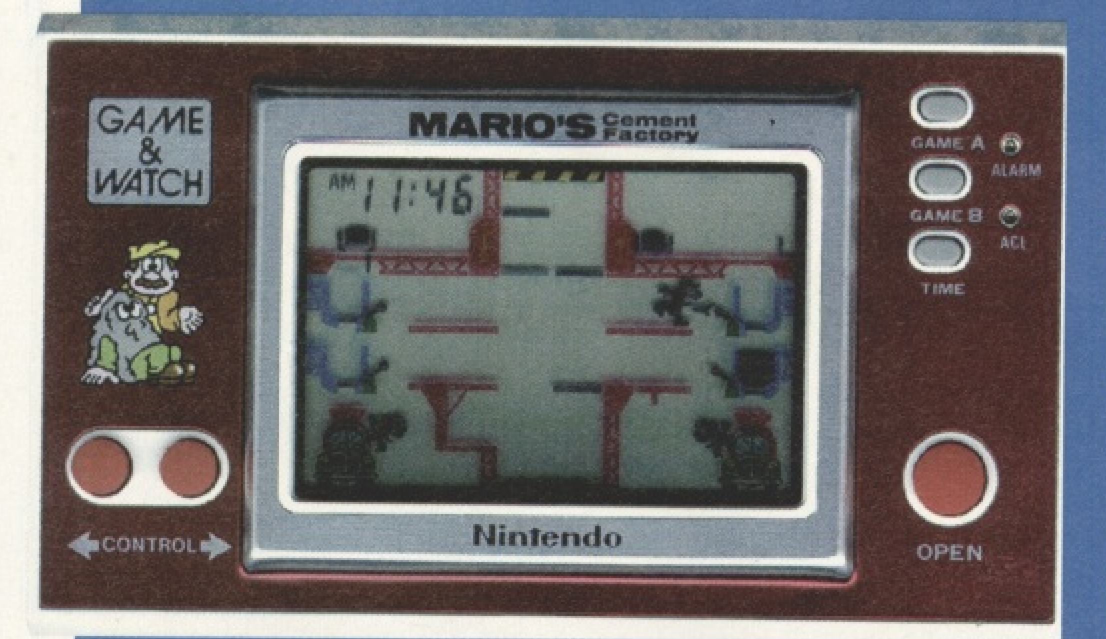
Ring, ring, ring!

The N-FORCE Christmas hotline last month was so popular that we'll be doing another in February. More than 200 game fiends called during the five evenings to ask about new games, tips and what kind of hair spray Nick uses. And there were plenty of questions about new *Street Fighter II* cheats, which we're working on at the moment.

Details on the February hotline will be in the next issue — so get those questions ready!

Handheld heaven

They were cheap, fun and all the craze ten years ago. But now the handheld LCD games — where Mario first became famous — have been overshadowed by the popularity of the SNES and GB. Are they still worth buying? And is Donkey Kong still kidnapping princesses? Read on...



Remember *Donkey Kong*? That simple and fun little game where a plumber in red dungarees bounced up a scaffold to rescue a princess from the clutches of an ape?

Released as a small handheld LCD game in the early 80s, it was simple, fun and made you laugh.

Nintendo of Japan, who until then had been in the business of selling playing cards for almost a century, were surprised at the popularity of their handheld platformers.

They called the plumber Mario, designed a console called the NES, and the rest is history.

So what's happened to the handheld games? They were cheap, slipped into your top pocket, told you the time and gave off awful sounds.

Tiny toys

Konami and Nintendo are now the only two companies who make them in any quantity — Acclaim did with *WWF, Smash TV, Bart* and *T2*, but stopped recently because the market fell through.

Konami says it plans to continue with its *Turtles* and *Star Trek* range. According to John Banbridge, even though the market is up and down, there is still a demand.



'They are produced in Hong Kong, and we are finding there is a fair bit of interest in Europe in the games,' said John.

'We are expecting things to pick up next year.'

Nintendo makes a number of LCD handhelds, including *Super Mario Bros, Zelda* and *Mario's Cement Factory*. Of course the old favourite, *Donkey Kong* is still selling well.

The future?

So will the handhelds, the games which introduced Mario to the world, still be around in a year's time?

Maybe they'll start to become collectable. At around £10 they are cheap, they do tell the time and they're not bad fun in short bursts.

After all, it would be sad to see a bit game playing history slip away...

Who the heck's that?!



We've found two new bods stowed away on the N-FORCE hovercraft this month. Norton Kai we sent straight back to Japan and told him to play some games for us, while Jo Lewis had a nice smile so we let her stay on board a bit.

Norton has been a game fiend in Japan since he was knee high to a grasshopper and is hot on *Street Fighter II* and roleplaying games (though we suspect he's got a bit of a soft spot for *Yoshi* under that tough exterior!)

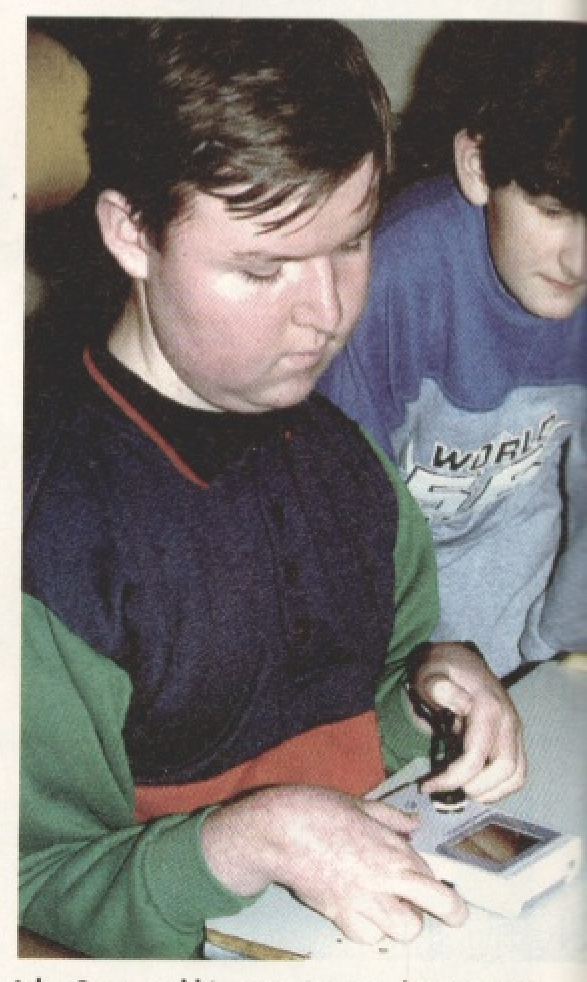
He comes from Tokyo, where Nintendo is a household word, and his greatest claim to fame is translating the *Super Mario Bros* manual to English (so if you can't understand it, blame him).

He'll be keeping you up to date on all the latest and hottest games from the Land of the Rising Sun. Keep an eye out for his column starting next issue and tips section starting this one.

Jo Lewis is responsible for sitting at a computer going cross-eyed trying to make N-FORCE look nice each month. Officially called an assistant designer — we just call her Miss Lewis cos she's one lady not to mess with!

Her fave games are *Super Mario Kart, Tetris* and *Street Fighter II*. Just for a bit of relaxation she likes Tai Boxing and American wrestling (now see why we don't mess with her!)

We think she's going to settle in just fine as soon as we can stop her talking. If anybody knows any cures for verbal diarrhoea, could you please let us know.



John Gunn and his mate Grant, who can now play the Game Boy with a new joystick attachment.



Bart, WWF, T2 and *Smash TV*, these palm-sized portables are still great fun to play. However, with an increased proportion of the market becoming console and Game Boy owners, companies such as Acclaim are finding the demand for them is dwindling.



Making life easier...

How do you play your Game Boy or SNES when you're disabled? It's pretty difficult, unless you've got the help of a **Deekay** Switchstix — the attachable joysticks for your Game Boy, NES and SNES.

John Marsden has Brittle Bone Disease, and his best friend Grant has Muscular Dystrophy — both are Game Boy fiends who unfortunately have problems using the controls. According to John's mum, the Switchstix and Gripper mat have made playing the Game Boy much easier.

'Even though he can manage the buttons, he finds the joysticks easier to use as they do not make his wrists ache so much,' Mrs Marsden said. 'He's delighted with them.'

Deekay has given a number of Switchstix to disabled game fiends, making playing much more fun — it's good to see a company interested in helping game players as well as making money from them.



Hi Rachel!
Meet Rachel Morgan! On work experience with us last month, she had a look at the latest Jimmy Connors SNES game and put down a few words. You can read Rachel's bit on Page 89.



Gunns' Garbage

Happy New Year! Hope all you game fiends didn't over indulge in festive cheer (I know I did). I had far too much of nurse McClusky's surgical bruise lotion. You may have heard that *Dragon Quest V* is the hottest thing to hit Japan for quite some time — you heard right. But whatever you do, don't buy a Japanese imported copy because unlike *Zelda*, the entire text is in Japanese and impossible to play or even guess at! My thanks go to Mark Pritchard who forked out nearly £80 for his import copy only to find himself scuppered. If anyone fancies an all-Jap copy drop me a line and I'll pass on the message.
Right, onto the important stuff. I've got a signed N-FORCE T-shirt to give away to the first person to send me a complete solution to *Soul Blazer* on the SNES. Rob, our new tipster wants a bit of help, so get with it. That's your lot — join me next month for Ale of the Century.

N-ratings explained...

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Reviewed! 99
Game Boy ▼
Reviewed! 99
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Doodle burgers
Yum, yum, yum! They love the hot games, but start feeling very queazy at those not coming up to scratch!

0-30

31-50

51-70

71-87
88-100

N-RATING

VISUALS 91
A great ball shoot sequence, with average animation helps bring the game graphics to a high level.

SONICS 87
Better than an Abba concert. The bleeps and blips combine well to give a highly realistic effect.

PLAYABILITY 91
So good it could almost play itself! I don't know how they pack so much into one game.

LASTABILITY 92
Wouldn't put it down if the bomb went off — after the initial 20-minute intro there's action all the way.

FORCE 91
Fantastic value for money — miss this one at your peril!

The flags show which version we tested! (SNES only)

VISUALS: How the game looks in terms of sprites, title screens, scrolling and backgrounds.
SONICS: Music and sound effects — and whether they are suited to the game or not.
PLAYABILITY: Indicates if the game is easy to get into and understand, and how difficult it is to play.
LASTABILITY: Does it offer a strong challenge and does it hold your interest? How addictive is it?
FORCE: The overall rating of the game — an average of what both reviewers though of it.

!!

SEE WHAT BRUTE FORCE DOES, CULKY! ONE STRIKE MAKES A DESERT OF YOUR WORK!

STRIKES ME YOU'RE RIGHT, BUD!

JUST DESSERTS!

FORCE FAX

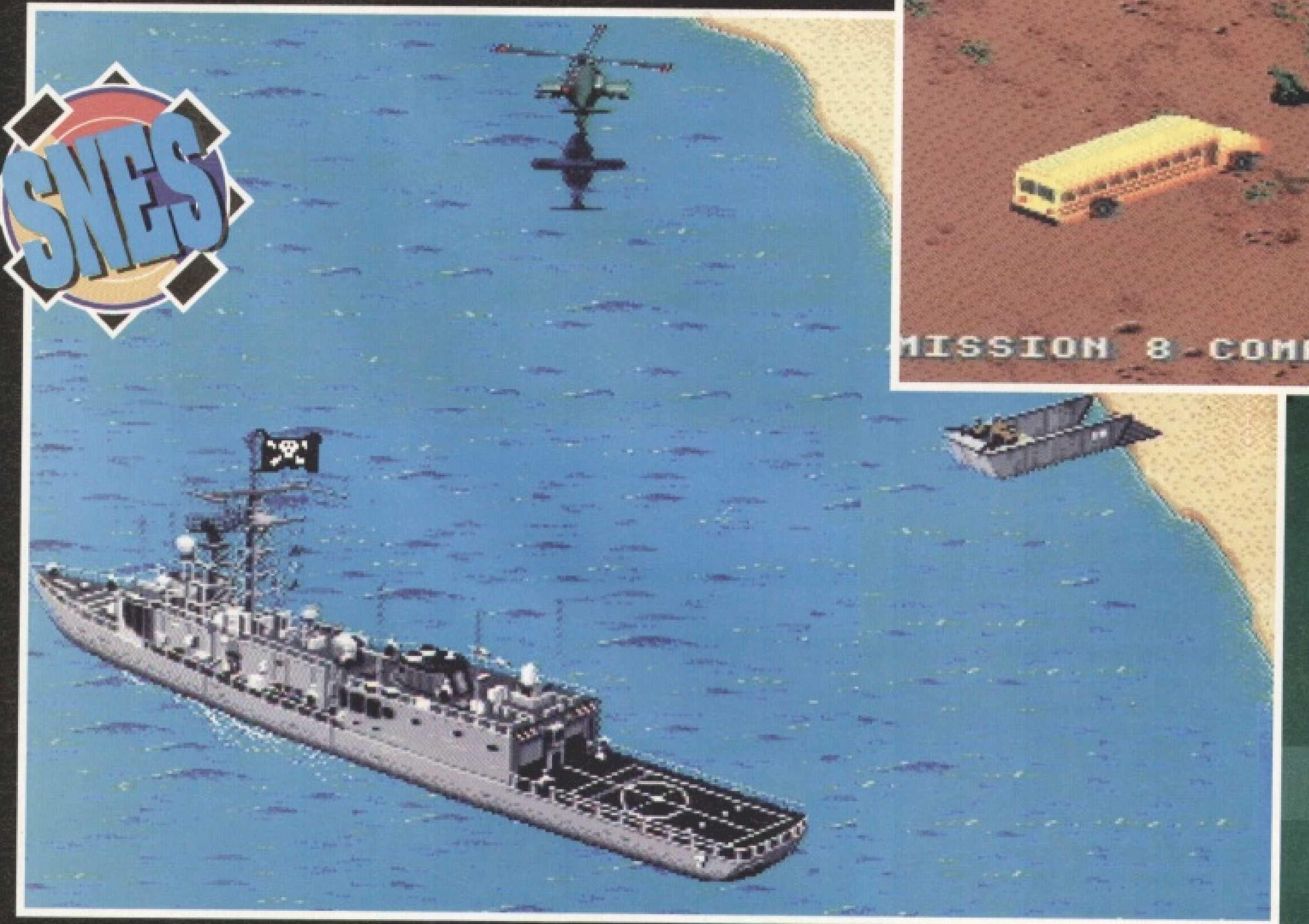
Take your time and attack from behind whenever possible. Don't stand and trade fire with an opponent — blast and run!

Desert St



Strikes, strikes! That's all you ever hear about these days. In fact it's a wonder NICK hasn't decided to down tools and stage a demonstration!

MISSION 8-COMPLETED



You've heard the stories, you've seen the bombing on TV, now you can jump into a high-powered military chopper and sort out the Gulf yourself.

A madman is running riot, threatening Armageddon on the international community. Can you succeed in the *Desert Strike* and avoid World War III?

Bag that butcher!

The four campaigns slotted into the cart involve various missions to complete. These range from destroying radar and power stations to rescuing stranded troops out at sea.













Each campaign starts with the chopper sitting on the decks of a frigate in the ocean. Controls are simple — move the airborne fighting machine forwards or backwards and twist from left to right. Three fire buttons are used, allowing easy access to guns, Hydra rockets and Hellfire missiles.

If you don't like the control method, simply change it to suit your ability. For more precise movement, the momentum of the chopper can be switched off making it stop dead — ideal for picking up goodies!

Hungry for info

By pressing [START] during the game, the map and status screens are called up. Information about the missions, status of the crew and chopper, plus a map showing the locations of all known enemies and power-ups is available at the touch of a button.

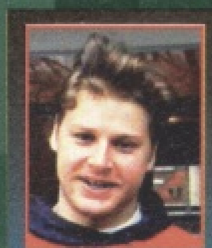
Once you've sussed out what's going on in the various information screens, it's time to play for real! This isn't a game you can just rush into, guns blazing — a great deal of strategic planning is needed with ammo and lives strictly limited.

This is certainly no game for wimps! Even the first campaign is a tough cookie to crack — 'Ace' chopper pilot, Chris, managed Campaign Four but he's an expert!

My first glances at *Desert Strike* were disappointing. It looks and plays almost exactly like the original Mega Drive version, so I thought it wouldn't use the SNES to its full. After many long hours of play I've changed my mind — this is a great game!

"Superbly animated — it's briliant!"

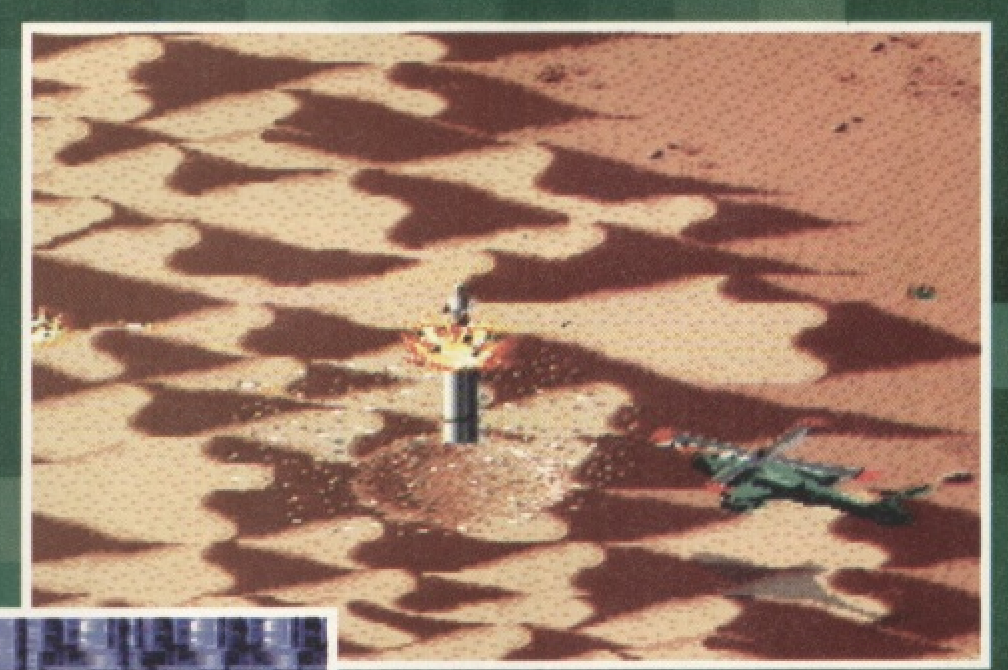
If you want a shoot-'em-up that stays away from the run-of-the-mill blasting style, jump into the nearest chopper and have a crack at *Desert Strike*! **NICK 85%**



Amazing, incredible, awesome, addictive — *Desert Strike* is all these and more! Guide a navy chopper through occupied Gulf territories, complete secret missions and rescue hostages before coming face to face with the mad dictator. The main helicopter sprite is superbly animated and the controls are excellent.

Although there are only four levels, each is huge and requires deep thought and careful planning. Gameplay's compulsive and incredibly addictive — I've been playing non-stop for about five days and I still want more! Okay, so it's gung-ho American propaganda — but it's bloody brilliant! **CHRIS 89%**







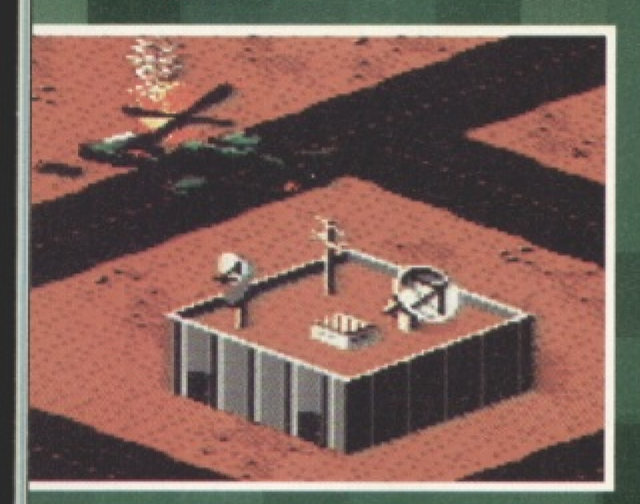






It's the madman's yacht, and those guys in the speedboats sure ain't the welcoming committee. Blow a hole in it and then rescue the drowning POWs from the water.

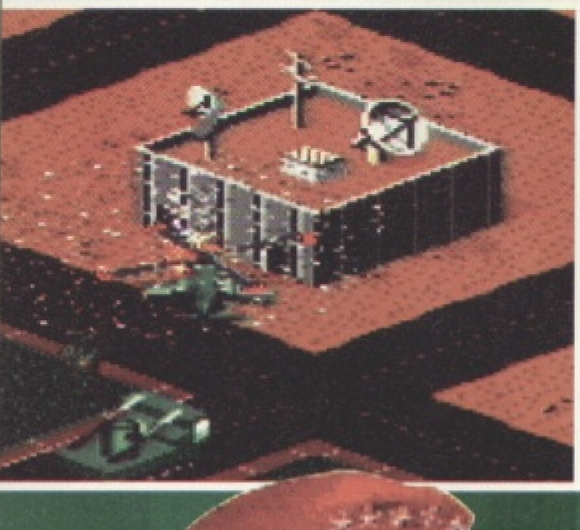
Land on the small white cross (above) to unload rescued MIAs and gain extra armour. The dudes in the barge are 'friendlies', so don't go blowing them out of the water!







More action in the air — this time from the difficult Level Three. The enemy ambassador is holed up in one of these buildings, as is several enemy rocket launchers.



■ **Producer**
Electronic Arts
■ **Players**
1
■ **Price**
£42
■ **Supplier**
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N-RATING

VISUALS 80
Detailed with fast scrolling but not really using the SNES fully

SONICS 78
Average spot effects with some thumping tunes thrown in!

PLAYABILITY 93
Tough to start but a few practice flights soon sort things out

LASTABILITY 92
Plenty of missions to attempt — you're soon hooked!

FORCE 87
Could have been enhanced for the SNES.





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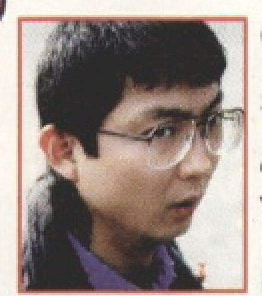
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Yoshi's Co



Our man in Japan, Norton Kai, storms out with the latest adventure starring Mario and Yoshi. And from all accounts it's going to be cooking...



Our little Italian mate is back! Fresh from karting with the gang, Mario's now moonlighting as a baker's assistant on the NES and Game Boy.

His job? Removing five kinds of baked cookies from an eight-by-eight cookie sheet — and no, he doesn't get to eat them all at the end!

It's a bit of a follow-on from *Yoshi* as cookies have to be lined up by moving them sideways or moving a column up or down. Only a complete line of identical cookies can be removed from the screen.

In one-player mode, Yoshi cookies act as wildcards. Even as Mario removes the cookies on the sheet at the lower left corner, more cookies appear from the other three corners. When the cookie sheet fills up, it's game over!

Yum yum!

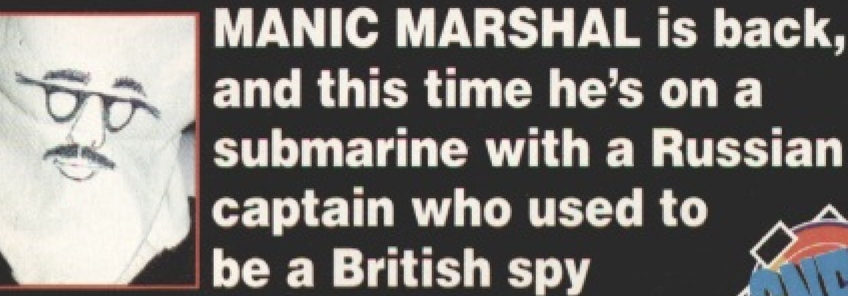
What you have, is basically a two-dimensional Rubik's cube fused with *Tetris*. The Game Boy version and the NES version are very close — the music's identical and the object is the same (there are less cookies on the little green screen though).

The big difference is up to four players can compete against each other using the Game Boy multilink. On the NES only two players are possible, but it still makes a great challenge with a mate.

This is where the fun starts… lining up special Yoshi cookies causes your opposition to lose or gain points, have his cookies scrambled, controls screwed up or cookie sheet obscured. The first player to reach a certain score wins.

There's also a time limit on removing cookies, so you best be fast. It's an all-engrossing thumb-buster, so keep your eye out for it!

The Hunt for Red



MANIC MARSHAL is back, and this time he's on a submarine with a Russian captain who used to be a British spy being chased by the American Navy. What a guy!

The year's 1984. Location — Russian Naval Yard. For those privileged enough to look upon him, it's clear that the Red October's quite a submarine.

The problem is, the Russian HQ doesn't take kindly to the captain's plant to defect, and take the submarine along as a gift to the Americans.

Thus began the story of *The Hunt For Red October*. Already out on the NES and Game Boy, this film title hits the SNES hard with plenty of action and detailed graphics.

Up periscope

Action doesn't follow the film plot too closely. There are a number of missions including taking on illegal arms merchants in the Caribbean, protecting an ocean liner carrying world leaders to a peace summit and returning to the USSR to aid a coup attempt ending the Communist Party.

There are plenty of choppers, ships, other subs and planes ready to turn you into scrap — you can try to run but eventually you have to turn around and wax their butt to kingdom come!

Speed ain't your strong suit, there are no extra ships or lives, and the best bet is to use any weapon at hand to eliminate the opposition.

Kaboom!

A great option's is to use the Super Scope to blast enemies to bits on the periscope levels. This, combined with detailed visuals and quick-moving animation make a fun game.

Sound effects are top notch — all digitised and sampled for dangerous realism. There's so much action you get real frustrated long before getting bored.



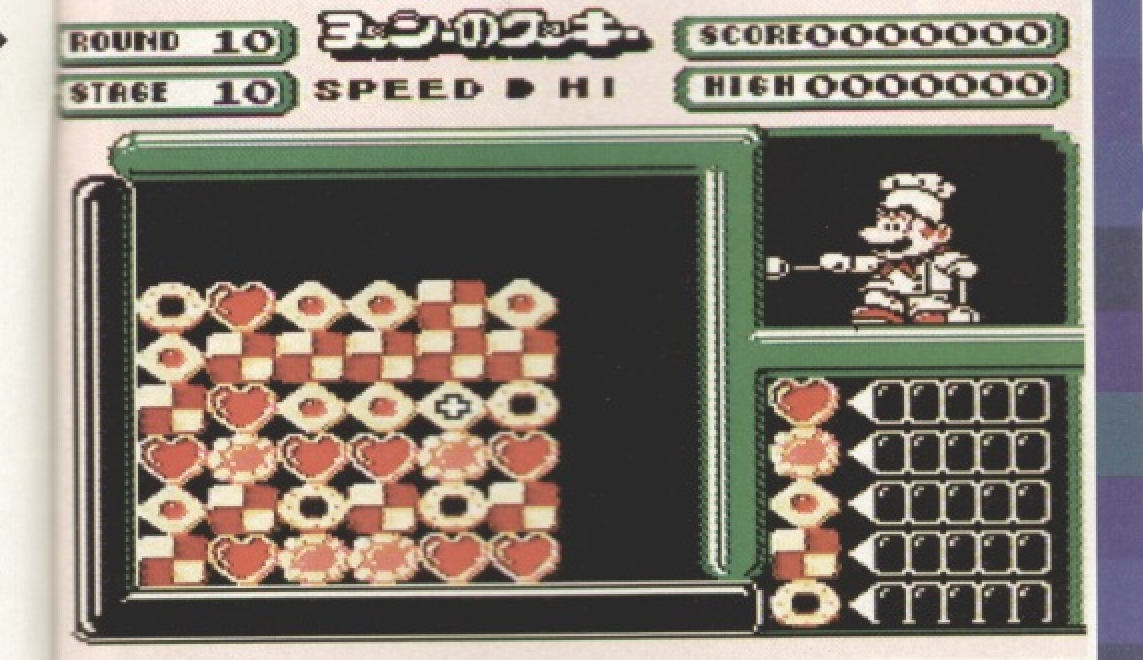
ookies

Nintendo

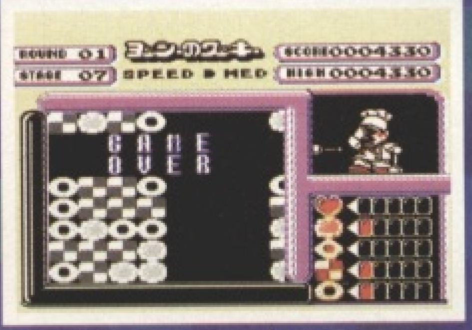
FORCE FAX



To access rounds 11-99 where the five kinds of cookies are replaced with *Super Mario* baddies (just like the original *Yoshi*), set the speed to high and music off then press [UP] and [SELECT] together.



Yummy yummy, look at all those cookies! The object here is simple — don't let your screen fill up.



Our little Italian mate sheds a tear everytime he sees this screen — it's your job to make sure he doesn't.





Similar to *Yoshi*, all that's needed here are quick reflexes and a cool nerve. Line up the cookies to clear the screen.



ed October

Hi Tech



Navigation skills and fast reflexes are what count in this game. You can run from enemies, but eventually the time will come to turn and fight it out to the death. Are you ready for this?





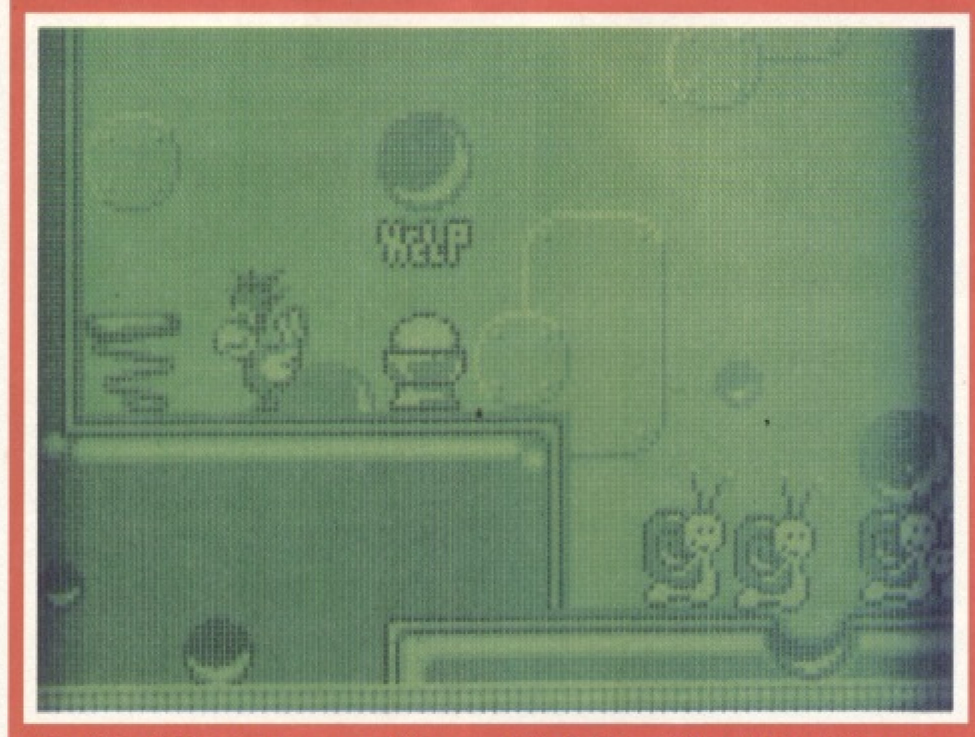
The Red October is in serious trouble with a Russian Alpha class pouring torpedoes into it from behind.



Alfred Chicken

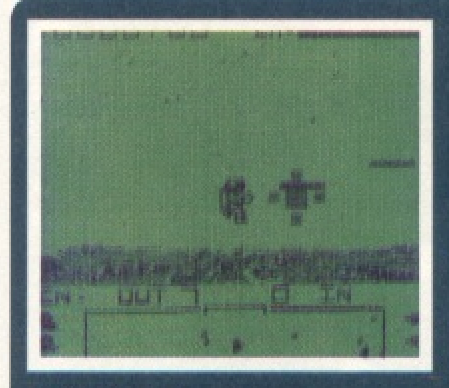
■ Mindscape

Here chicky chicky! Due for release early in the new year is a feathery little number called *Alfred Chicken*. Developed by Mindscape, it's a cool-looking platform game featuring chickens, snails and things which will excite poultry farmers and snail fanciers all over the country. But don't worry, there won't be any nasty chicky deposits or slimy snail goo — it's all going to be good clean fun!



Alfred the chicken to the rescue! Here our little feathered friend does his best to save an egg cup in distress despite considerable bother from the snails.

Drop Zone



■ Mindscape

Long ago in the mists of time on the Commodore 64 (antique home computer of the late 20th Century), lurked a classic game called *Drop Zone*. Now, thanks to Mindscape, it's coming back, this time to the NES and Game Boy. Due for release in March 1993, *Drop Zone* is based on an even older arcade smash called *Defender*. Both NES and Game Boy titles are going to be fast, furious fun with gameplay faithful to its older brother. So look to March for excitement!



■ Accolade



Here's a cat with a worthwhile mission! To save all the yarnballs from being totally wiped off the face of the Earth by a strange alien race. This involves lots of platforms, slick graphics and many levels of cotton reel-bobbing action!

Bubsy The Bobcat is the secret project of Accolade USA. Featuring impressive American-style animations for all Bubsy's movement and digitised speech, it's set to blow the minds of all platform gamers.

He's alive!

Cute platform games are ten-a-penny on the SNES these days, so the programmers have come up with something special to make this one stand out. Bubsy has a digitised voice and over 40 different animations for expressions and mannerisms.

In uncompressed form, the game's data is far too large to fit into your average cart. The guys at Accolade hope to compress the game down to a 16-megabyte cartridge similar to that used for *Street Fighter II*!

Sticky buns!

We just can't wait to get our hands on this hot piece of feline property here at the N-FORCE garden party. It's going to be one platform game to put *Mario*, *Sonic* and everything else to shame. Watch out for *Bubsy in: Claws Encounters of the Furred Kind* around March.



In a game said to blow *Sonic the Hedgehog* out of the water, Bubsy races through level after level of mind-blowing graphics and action. Keep an eye out for this one!



Bubsy in: Claws Encounters of the Fur

Robin Hood

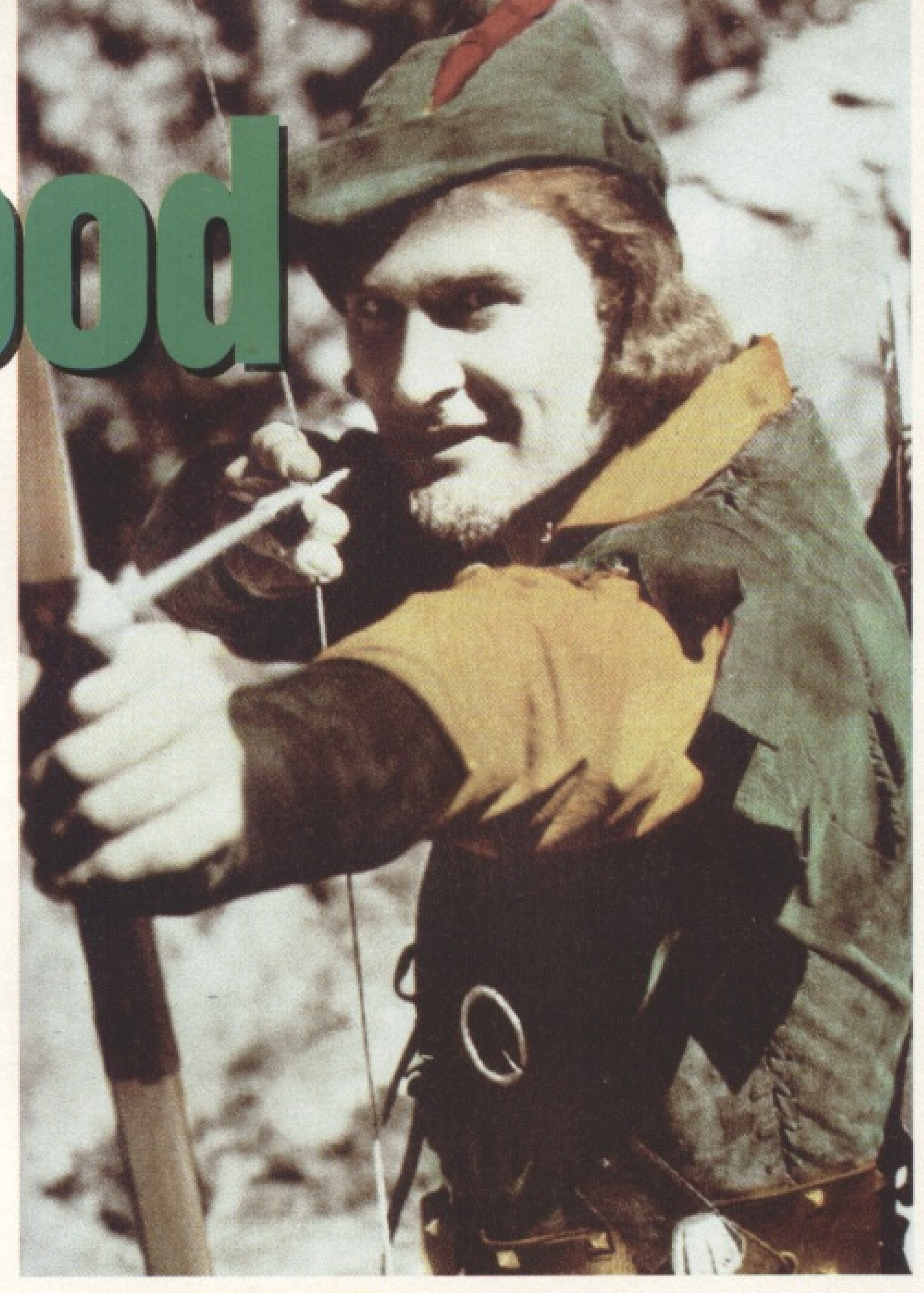
Prince of Thieves

■ Mindscape



Robin Hood, Robin Hood, riding through the glen… yup! That heroic bloke in Lincoln green is at it again, this time on the Game Boy.





The *Prince of Thieves* adventure game of the film is arriving 18 months too late for the hype around the cinema release but it's still a good-looking trip through Sherwood Forest.

What a Marry-On!

If you saw our review of the NES game you know exactly what to expect from the hand held version. It's exactly the same game with the colour stripped out and the graphics tidied up.

There's plenty of character interaction, hidden objects, sword fighting and rotting in a dungeon — try as I might I couldn't see Kevin Costner anywhere in the game though!

Prepare your merry men for a battle with the Sheriff of Nottingham soon on your Game Boy!

urred Kind

Star Fox

■ Nintendo

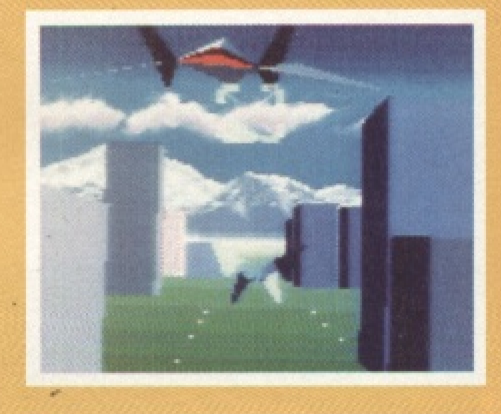


Your planet is under attack by an invading horde of aliens. You, a fox, and your three fellow animal pilots are the last line of defence. Your mission — to defeat the oncoming invasion forces with a band of high performance space fighters.

Sound familiar?

While it seems a bit shop-worn, the graphics and gameplay promise to be spectacular as they use Nintendo's new Super FX co-processor chip. Excluding backdrops, all characters and objects are composed of polygons, giving them true 3D depth. Instead of the usual side or top view shooters that evolved from good old *Space Invaders*, *Star Fox* enables such stunts as strafing runs down city streets and insanely-great dog-fights.

As the first cart to use Nintendo's new co-processor chip *Star Fox* represents a taster for future generations of Nintendo games.





Tiny Toons

■ Konmai



The new generation of Warner Brothers' fuzzballs make their SNES debut soon, and it looks great! Run, dash, jump, kick, rocket up walls, Buster Bunny bounces through six stages of Spielberg-inspired mayhem in glorious, riotous colours.

Of course the gang are all here with cameo appearances by Babs, Hamton, Dizzy and Montana Maxet. It's a shame all the late, great Mel Blanc voices are missing — things are just not the same without them!

The traditional cartoon settings of school, Wild West train, haunted house, football field and so on are featured in the side-scrolling stages.

For a change of pace, there's a cute sub-game between regular stages including Furball playing squash, bingo and a maze puzzle. Watch these pages for a full report by our boss games crew in the near future.



With masses of levels and sub games drenched in colour this is one game not to miss.



One of the many sub games sees Furball playing squash as Hamton looks on in amusement. The animation is fantastic.



SkullJagger: Revolt of the Westicans

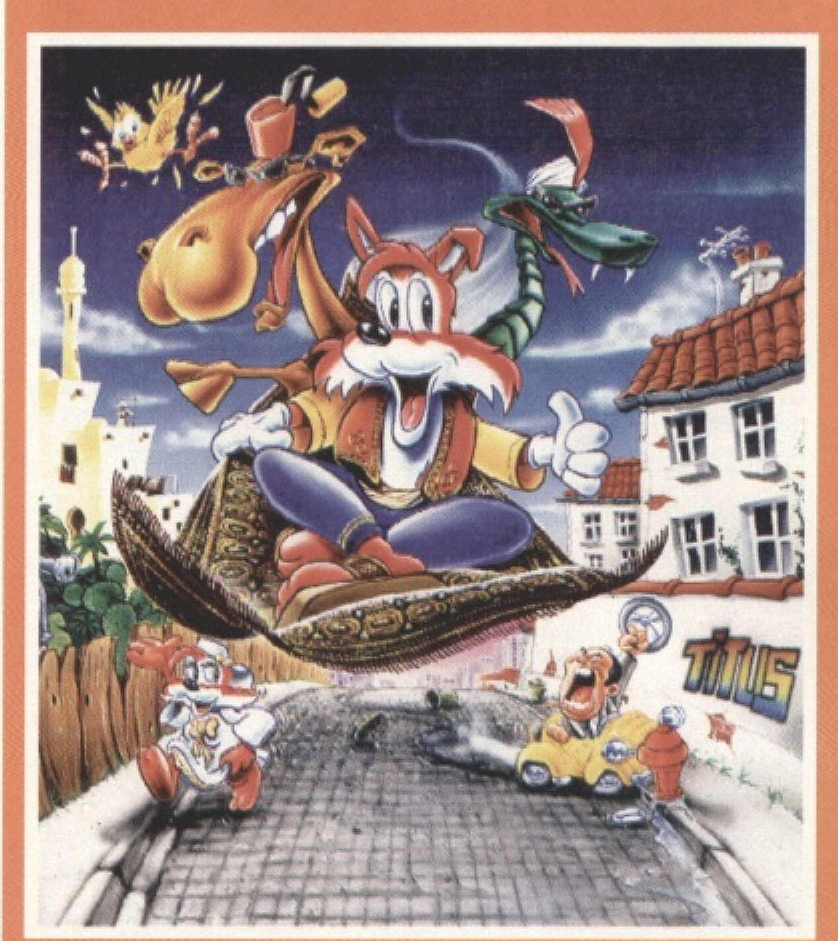
■ American Softworks



Hoist the Jolly Roger, grab a sword and prepare for skullduggery beyond your wildest dreams. Hot from the States, this swashbuckling pirate adventure's packed to bursting with colour-drenched backdrops and some of the hottest gameplay ever to grace the SNES.

Featuring interactive gameplay (endings vary depending on your actions during the game) and an 80-page colour comic book/manual free with the game, *SkullJagger: Revolt of the Westicans* is poised to set the SNES world alight. Tune in next month for more details.

Titus the Fox

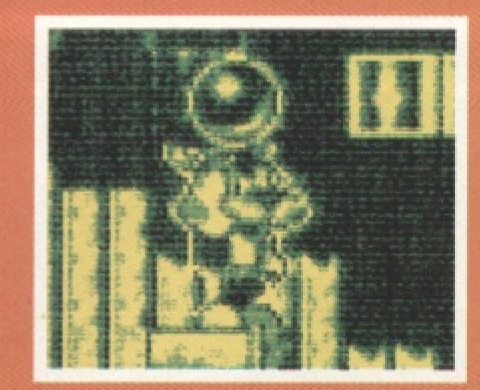


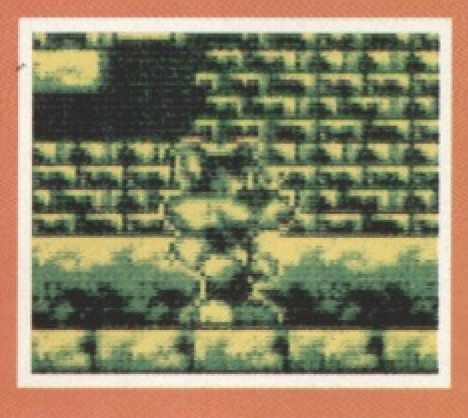
■ Titus



Move over Reynard, get lost Basil cos there's a new fox coming to town! *Titus the Fox To Marrakech and Back* is due for release soon. Featuring 16 action-packed levels and an assortment of evil enemies, this foxy release is poised to take the games scene by storm.

Gameplay is traditional platform adventure but looks spectacular. The bushy-tailed hero is bubbly and colourful, bursting around the screen with great vitality. Who knows? He may even become as popular as a certain blue hedgehog! Watch this space for further details.









THE SURVEY or... GAME-FIENDS RULE!

Everyone gets to be a critic for a day! And with Freepost it won't cost you a thing (apart from an envelope), but the replies you give us will help make N-FORCE the best Nintendo-dedicated mag in the universe! Better still, one in every 50 replies will receive a massive N-FORCE T-shirt as a thank you for helping. Get to it!

Filling out the survey's easy-peasy — just use a biro to black out the little white box (■) next to the answer you wish to give (ignore the little numbers next to them). Where you have to write, please print in capitals!

A: GETTING YER MITS ON *N-FORCE*

(Tell us how you came to be filling out this survey)

[1] *How did you first hear about N-FORCE?*

001 ■ Saw it advertised in another magazine
002 ■ Heard about it on radio
003 ■ Seen it on TV
004 ■ Saw it in newsagents
005 ■ Friend told me about it
006 ■ Some other way (please write in)

[2] *How often do you buy N-FORCE? (It comes out monthly)*

007 ■ Every issue
008 ■ Every other issue
009 ■ Less often
010 ■ Never

[3] *How likely will you be to buy the next issue of N-FORCE?*

011 ■ Very likely
012 ■ Quite likely
013 ■ Not very likely
014 ■ No chance

[4] *How did you get this copy of N-FORCE?*

015 ■ I have it on subscription
016 ■ It was delivered by the local newsagent
017 ■ Newsagent keeps it for me behind the counter
018 ■ I saw it in a shop and bought it on impulse
019 ■ I went into newsagent specifically to buy it
020 ■ I didn't buy it – it was given to me
021 ■ Some other way (please specify)

[5] *How often do you visit your newsagents to buy or check out magazines?*

022 ■ Every day
023 ■ A couple of times a week
024 ■ About once a week
025 ■ About once a fortnight
026 ■ About once a month
027 ■ Less often than once a month

[6] *What happens to N-FORCE back issues?*

028 ■ I chuck 'em out
029 ■ I keep 'em in case I need them for info later
030 ■ I loan 'em to a mate to read
031 ■ Other (please specify)

B: WHAT DO YOU THINK OF N-FORCE?

(Your chance to put Doug to shame or give Nick a pat on the back!)

[7] *Overall, how much would you say you like N-FORCE?*

032 ■ Like it loads
033 ■ It's OK I suppose!
034 ■ Don't like it much
035 ■ It stinks!
036 ■ I've never really given it much thought!

[8] *What do you like best in N-FORCE? (please write in)*

037

[9] *What do you hate most about N-FORCE? (please write in)*

038

[10] *Turn to the cover of this very issue and tell us if you...*

039 ■ Like it a lot
040 ■ Quite like it
041 ■ Don't like it much
042 ■ Hate it!
043 ■ I've never really given it much thought!

[11] *We asked the guys in the N-FORCE Office what they thought of the cover. Below we have put some of their comments. Tell us which one you agree with!*

		Agree	Don't Agree or Disagree	Disagree
044	The cover is very eye catching	■	■	■
045	It makes N-F look value for money	■	■	■
046	It gives a good idea of what's inside this issue of N-FORCE	■	■	■
047	It makes me want to look inside	■	■	■
048	There's too much on it!	■	■	■
049	I love the artwork	■	■	■
050	I think the cover looks out of date	■	■	■

CUT PAGE ALONG DOTTED LINE

THE SURVEY

B: WHAT DO YOU THINK OF N-FORCE?
(Continued from the previous page... carry on ticking!)

[12] *Below we've listed the sort of things you're likely to find in N-FORCE every month. We want to know if you think we've got the right level of coverage – so tick the box closest to your opinion...*

		Too Much	About Right	Too Little	Don't Know
051	News (Flash)	■	■	■	■
052	The Intro page (that's page 5)	■	■	■	■
053	Freshly Baked (Previews)	■	■	■	■
054	SNES reviews	■	■	■	■
055	NES reviews	■	■	■	■
056	Game Boy reviews	■	■	■	■
057	USA news (Yank Tank)	■	■	■	■
058	Charts (Virgin Cart Charts)	■	■	■	■
059	Game related features	■	■	■	■
060	Other features (interviews etc)	■	■	■	■
061	Tips (Ace's High)	■	■	■	■
062	Letters (Junk Mail)	■	■	■	■
063	High Scores (Hyper-Zone)	■	■	■	■
064	Competitions	■	■	■	■
065	Club card (N-Force Xpress)	■	■	■	■
066	Classifed Ads (N-Mart)	■	■	■	■
067	Posters (centrefold or cover gift)	■	■	■	■

[13] *How useful do you find the Force ratings used in the reviews section of N-FORCE?*
068 ■ Very useful
069 ■ Quite useful
070 ■ Not very useful
071 ■ Not at all useful

[14] *If you have seen/bought any of the games reviewed in N-FORCE how does our review compare with your opinion of the game?*
072 ■ N-FORCE got it spot on
073 ■ N-FORCE over rated it
074 ■ N-FORCE under rated it
075 ■ I haven't bought/seen any games reviewed in N-FORCE

[15] *Who do you trust most when reading reviews and comments?*
076 ■ Nick Roberts
077 ■ Carl Rowley
078 ■ Doug Green
079 ■ Rob Millichamp

[16] [a] *If N-FORCE is not your favourite Nintendo magazine tell us which one is... (write in)*
080

[b] *Why is it better than N-FORCE?*
081

[c] *What is your second favourite Nintendo magazine?*
082

[17] *Who is your favourite writer on N-FORCE?*
083 ■ Doug Green
084 ■ Nick Roberts
085 ■ Chris Rice
086 ■ Carl Rowley
087 ■ Rob Millichamp

[18] *What do you think of N-FORCE screen shots?*
088 ■ They're great
089 ■ They are OK
090 ■ They are too bright
091 ■ They are too dark
092 ■ Other (please write in)

[19] *What do you think of the game maps in N-FORCE?*
093 ■ They are really really useful
094 ■ They are quite handy
095 ■ I don't mind them (but don't use them much)
096 ■ They take up too much space
097 ■ They are a complete waste of time!
098 ■ Other (please write in)

[20] *We asked the guys in the N-FORCE Office what they thought of the Oliver Frey illustrations (Bud, Culky, Curley-Sue and Cabe). Below we've put some of their comments. Tell us which ones you most agree with!*

		Agree	Don't Agree or Disagree	Disagree
099	The illustrations add loads of atmosphere	■	■	■
100	They distract from the page	■	■	■
101	Sometimes they're too violent	■	■	■
102	They could be more violent	■	■	■
103	They add nothing important to the mag	■	■	■

C: ABOUT YOU
(When we get nosey you'd better watch out!)

[21] *Sex: (do not reply "Yes please")*
104 ■ Male ■ Female

[22] *Age (please write in)*

[23] *What Nintendo machine do you own?*
105 ■ SNES ■ NES ■ Game Boy

[24] *The N-FORCE crew are starting a special panel of game-fiends who will be invited to take part in the production of the magazine each month. Panel members will be contacted from time-to-time to answer questions about how to improve N-FORCE and to give opinions for use in news and features. There are only 50 panel places available. Would you like to be considered for the N-FORCE reader panel?*
106 ■ Yes ■ No

[25] *What is your telephone number? (If you are under 12 we won't contact you unless the last section on this form has been signed)*

[26] *People wishing to join the panel should enclose a colour photograph if possible. Have you?*
■ Yup! my photo is enclosed
■ Nope, I haven't got any photos of myself!
■ Nope, but I don't want to join the panel anyhow!

AFFIX PHOTO HERE

[27] *What's the best time to contact you by telephone? (please write in)*

[28] *Please write your full name and address here (NEATLY!)*
Name
Address
County Postcode

[29] *If you are under 12 and want to join the Game-fiend panel please get your mum, dad or guardian (but not your big brother or best mate at school) to sign here to say it's OK with them...*

I consent to the applicant being contacted by the editorial team of N-FORCE from time to time and I don't mind N-FORCE writing directly to him/her now and again.

Signed Date

That's it! Thank you if you've helped us towards giving you an even better N-FORCE, and don't forget, every one in 50 replies will receive a T-shirt emblazoned with N-FORCE! Closing date for entries is 11 February 1993. Cut the page out from the mag, pop it in an envelope (don't affix a stamp, it's free!) and send it to:

N-FORCE SURVEY (8) N-FORCE, Europress Impact, FREEPOST, Ludlow, Shropshire SY8 1BR

Competition! Roll over Beethoven!

Two amazing Miracle pianos worth £250 each?! Ten big bad Miracle T-shirts?! Cor — it's enough to make your eyes water...

Can you believe this! Courtesy of the all-singing all-dancing James Morris at Mindscape, we've managed to snaffle two of these wonderful pianos for a couple of lucky readers. And for ten runners-up fantastic Miracle piano T-shirts — well, at least you'll be clothed properly!

Connect up to an NES, and the Miracle teaches you to play all those Bros numbers you've been dying to learn. It comes with NES cart, connector and full instructions.

Play it again, Sam...

Yep, if you're into music you sure ain't going to be disappointed.

You're looking at 128 different pre-set sounds from pianos to synths and a stack of special effects including an excellent range of drum sounds.

The miracle also has MIDI input, split-keyboard facility, velocity sensitive sounds (you play the piano hard and it comes out louder) and all the usual outputs such as footpedal and stereo connectors.

The sound is really top quality. With built-in stereo speakers, you won't believe your ears as you bash away on the grand piano setting.

Even if you can't play, the NES lessons make learning simple and fun. And what's more, you don't have Mrs Constantine wacking you over the nuckles every time you play a wrong note!

How do you win? Simple — just answer the questions in the box and send your answers into us. Go for it!

Fancy a quick tune?

1. Ludwig van Beethoven was:
a. A composer
b. Martha Grimble's music teacher
c. A double glazing salesman from Skegness
d. All of the above

2. Cockney rhyming slang for piano is:
a. Joanna
b. Two sheds
c. Peas and marrow

3. Liberace was known for his:
a. Very large wardrobe
b. Very large piano
c. Very large candlestick holder
d. All of the above

Send your answers on a postcard to TICKLE MY IVORIES COMPO, N-FORCE Auditorium, Europress Impact, Ludlow, Shropshire, SY8 1JW.

The editor's decision is final because he's got a suntan, and if you don't want mail from other companies, just say so.



Wing Comm



FORCE FAX



In campaign mode, interaction with the other characters is vital. Always ask questions as the answers often give important tips for battle strategy, such as weak spots on certain enemy fighters.



With bone-dome buckled and G-suit pumped up, climb aboard the express elevator to hell and say 'Yeeharr!' to your relatives. CARL's a rocket jock and boy does it show!

I spent one night last year glued to a mate's monitor for 11 hours. Groping for mouthfuls of cold curry (dropping most of it on the settee and an unconscious pal) my friend and I battled against an evil empire in a great game called *Wing Commander* on his PC. Ever since, I've been praying for a SNES conversion.

Hip, hip, hooray!

Lo and behold my prayers were answered when those nice chaps from Mindscape arrived with their most coveted possession — *Wing Commander* on the SNES. I haven't been so happy since I discovered that, unlike diamonds, acne isn't forever — it's not a girl's best friend either!

For those who don't know the score, you're a space fighter posted to a crack deep-space unit. Here you rub shoulders with not just the cream but the frothy layer on top of the cream — the space corps!

Take command of the Tiger's Claw squadron and take them to glory or take yourself back to cleaning star cruisers with a toothbrush!

The object of this blood and sand, gung-ho blast-'em-up is to destroy the foul and evil Kilrathi and make the planet safe once more for tupperware parties. So lock, load and get ready for some frenetic space action!

Galactic Graphics

Wing Commander makes the transfer from the PC with faultless precision, lacking only the multi-view cockpit perspectives. The SNES palette really struts its stuff with colourful and detailed backgrounds. Sprites are huge with smooth and slick scaling .

> **"The SNES palette really struts its stuff"**

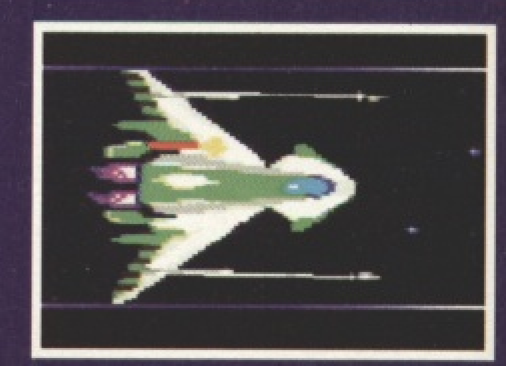
There's plenty of interaction — wander around the station gossiping and gathering information. Throughout a mission you're kept in constant touch with events as you thread through asteroid fields and hop into hyper-space.

Home James

Upon arrival, the soft smelly stuff soon hits the ventilation system as Kilrathi ships attack from all angles and are all over you like a cheap suit. The action's fast and furious and extremely addictive.

With individual missions or an enormous campaign to choose from, this is fantastic fare. Buckle-up for blast-off! **CARL 83%**





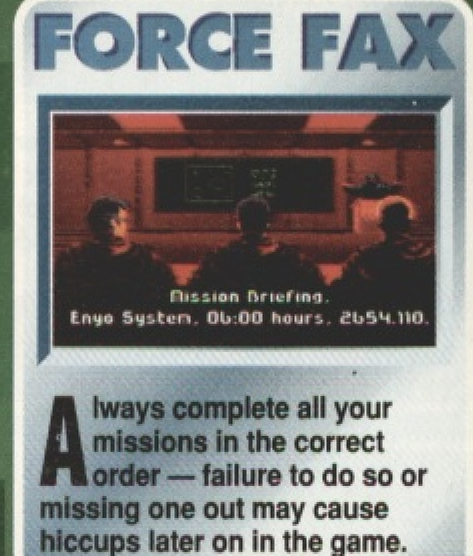
This is what your ship looks like from the outside. This is bad news — you see this view just before the shields collapse and you're blasted to atoms!



Take time out to practice on the flight simulator in the officer's club before you take on a mission. Don't knock it — those Kilrathi are mean and fast!

...ander

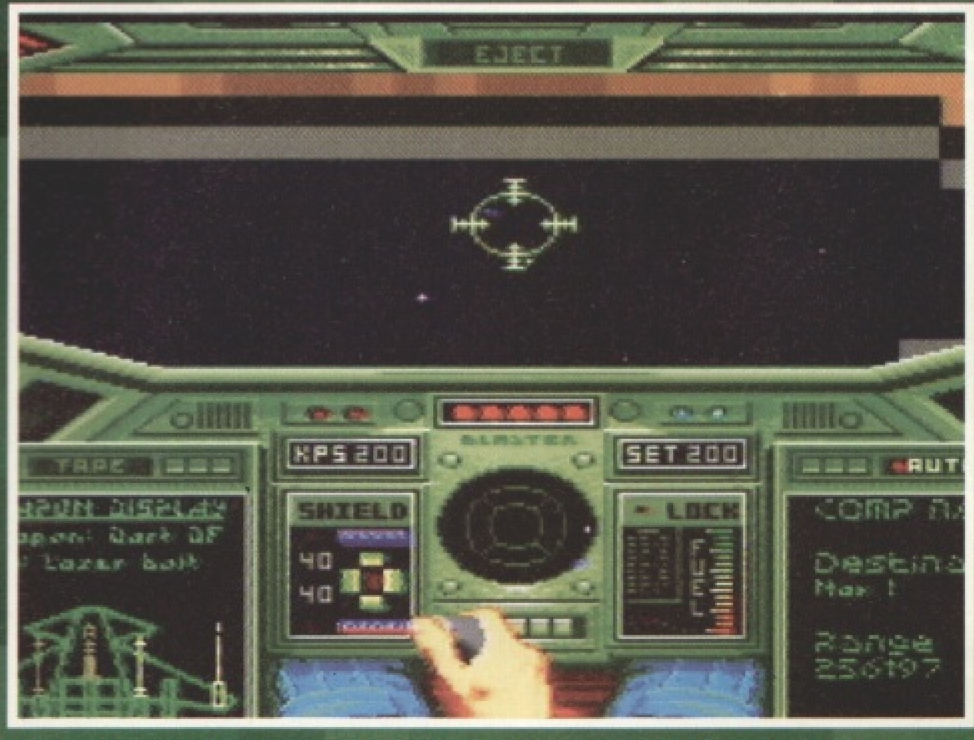




FORCE FAX

Always complete all your missions in the correct order — failure to do so or missing one out may cause hiccups later on in the game.

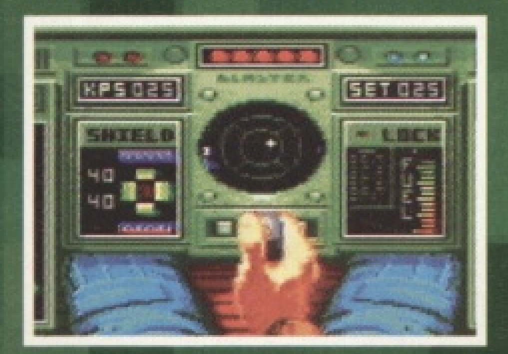




All is calm while plotting a course for Nav-1. Just move the white dot to the centre of the radar, find the resulting cross and engage warp drive — what could be easier?!



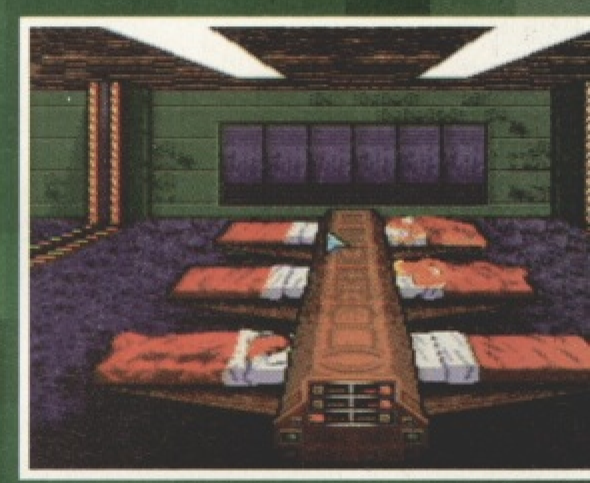




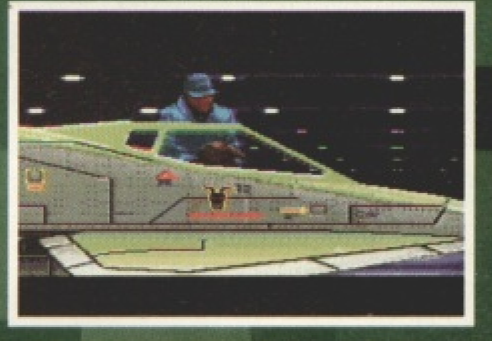
Two hours later, the damn dot's in the right spot on the scope and you're finally heading in the right direction — don't ya just love it!



Up, up and away! Hit the blasters and zoom into warp space, only to discover that all you've brought along for the trip is an old copy of *The Beano*!







Fill her up with unleaded and don't forget the Tiger tokens. While you're there clean the windshield!



It's almost worth getting a pulse laser up your tail pipe and expiring — the animated sequence that follows is really quite nice! Arrrgh! Bright light, bright light!



With all the custom chips and different modes of the SNES this type of space adventure really comes alive. Space debris and ships zoom in and out of the screen with great ease. It's almost worth getting the ship blasted to pieces just to sit back and gaze at the graphics! This is no normal shoot-'em-up though. The character interaction and attention to detail makes this so enjoyable you won't be able to put it down. Okay, so I couldn't survive through the first asteroid field, but I always wanted another go! Who needs PCs when you can bring a cracking game like this to life on the SNES?

NICK 84%



Oh well, another day for we of the Galactic Repairman's Guild. It's not often that we get such an important mission...

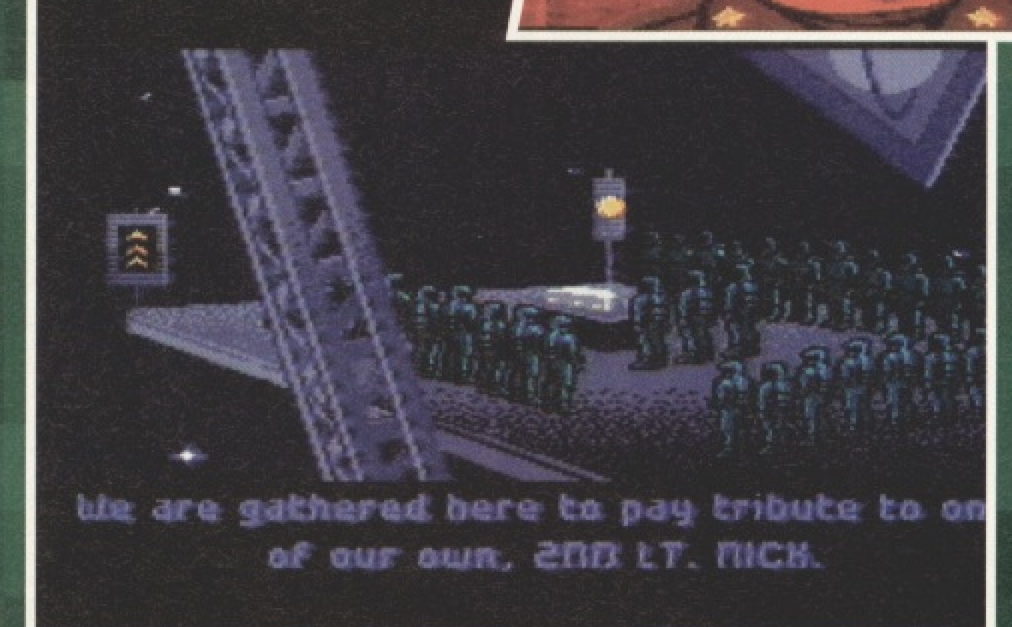


...has shed its titanium Rawlingson 'H' chain with grease nipple. It's time for me to stop doing my Captain Scarlet impression and move!



...but because I've glued his eyelids down. After all he stuck this ridiculous 'Eric the Viking' 'tash on me when I was smashed last night!

Enough! This is getting silly! I've stopped doing my Captain Scarlet, now you lot can be sensible too! No, I'm not an aardvark I'm a gold fish bowl!







Ere! Who's this Nick bloke? They're supposed to be here to see off gallant Second Lieutenant Carl who gave his comrades' lives so he could run away — into a planet!

■ **Producer**
Mindscape
■ **Players**
1
■ **Price**
£TBA

N-RATING

VISUALS 91
Excellent intro and interaction screens — the rest is awesome!

SONICS 79
Good tunes and FX but not as strong as the rest of the game

PLAYABILITY 87
Easy to start, easy to die and damn hard to stay alive

LASTABILITY 91
This game could last forever... if you can stay alive long enough!

FORCE 84
A superb conversion that makes the PC like a dinosaur!

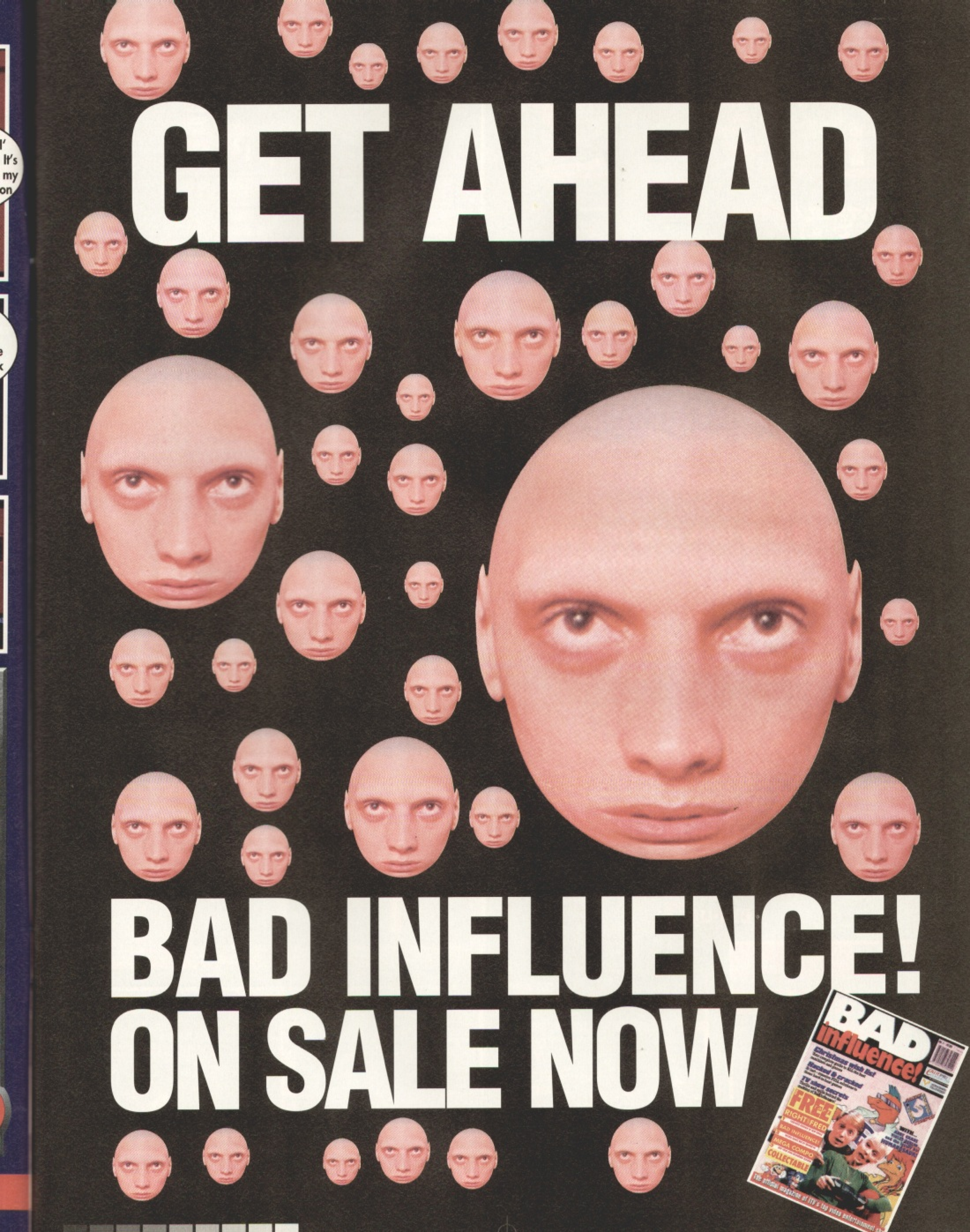








Tally bally ho! Lean well back in your seat as you're catapulted down the launch way. Why is it that when you accelerate at six plus Gs you look like Rowan Atkinson?


GET AHEAD
BAD INFLUENCE!
ON SALE NOW
BAD influence!
Christmas wish list
Hacked & cracked
TV show secrets
FREE
RIGHT FRED
BAD INFLUENCE!
MEGA COMPO
COLLECTABLE
The official magazine of ITV's top video entertainment







N-FORCE WARNING: Impaling yourself on spikes can seriously damage your health.

These razor-sharp traps (left) are very dangerous. The best bet's to carefully jump through rather than try a running leap.

Prince

Put your scimitar away mister and fight like a man! ROB may look crap in a blue jumpsuit but the turban suits him just fine!

In days of old when Iran was Persia, Grand Viziers ruled the land and boots that curled at the toe were a top fashion item, there lived an evil bloke known as the Grand Vizier Jaffa.

Anyway Jaff — in short — seized control of the land, went a bit loony, locked up the Princess because she wouldn't marry him and threw her brave lover into jail giving him only an hour to rescue her.

Prince of Persia consists of 13 nail-biting levels of suspense and action set around the dread-ed dungeon and the flippin' dangerous palace. Each level, which is very similar to the Game Boy version, is filled with huge ravines, spikes and fanatics with swords who do their best to stop you reaching your goal.

With only two buttons to control the prince, it makes things less confusing — one controls mammoth jumps while you run, one is for walking gingerly by ravines and hanging on with your finger tips.

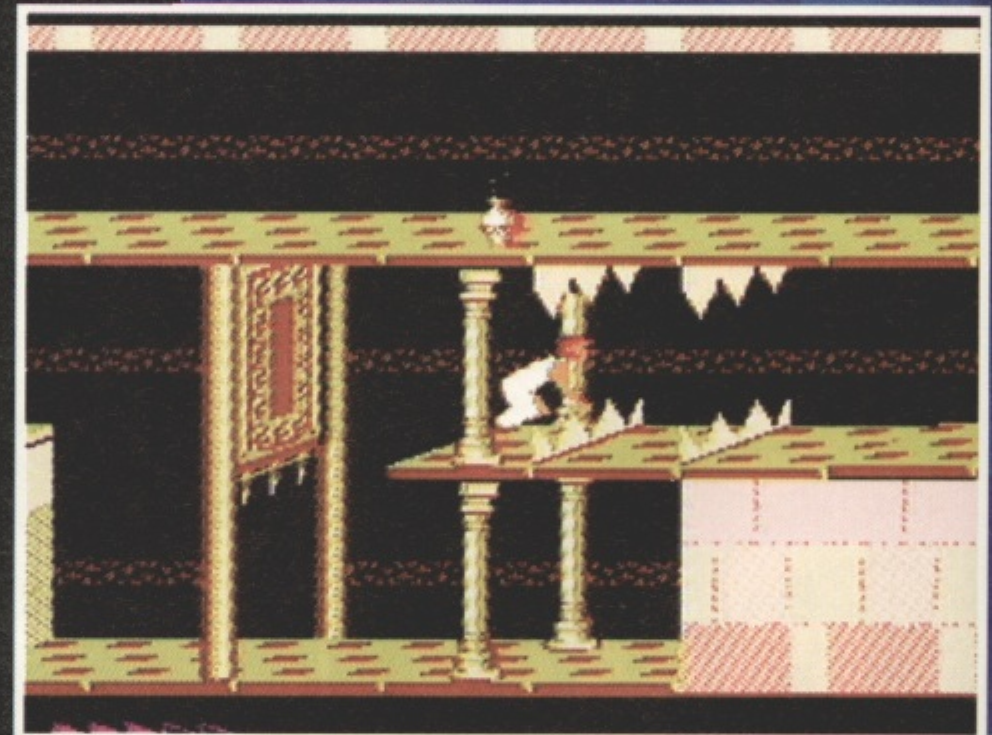
Awesome action

At the end of each level you're given a password so you don't always have to start at the beginning. The animation's superb with realistic movement for running, jumping and collapsing in a heap on the floor!

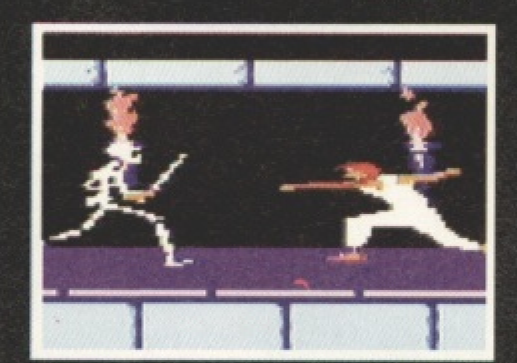
> "More than just an average platform beat-'em-up"

Prince of Persia is more than just an average platform beat-'em-up, it's full of action and suspense, with puzzles to keep you scratching your head for some time to come.

ROB 85%

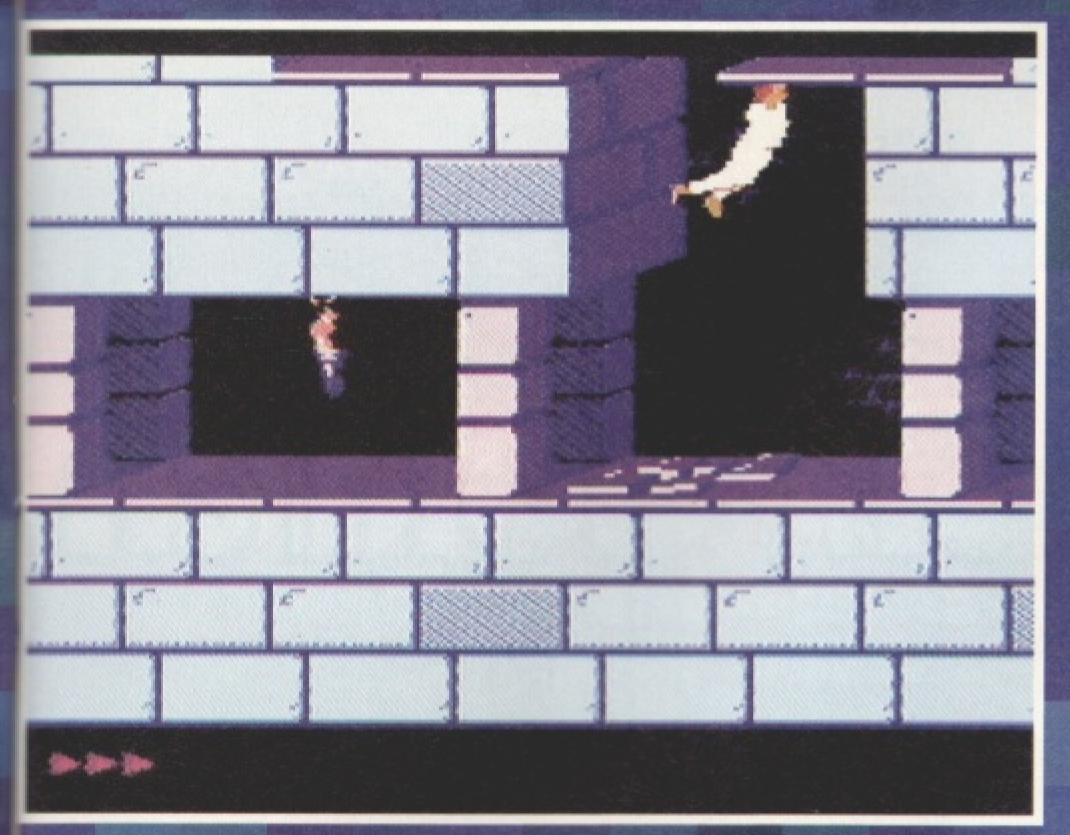




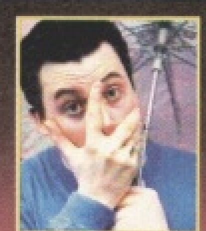




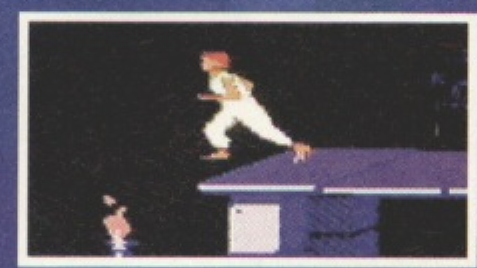




Not all jumps are easy — some require the prince to hang on by his fingernails and pull himself up. The suspense is tremendous as the prince swings helplessly, knowing if he loses grip he's a gonner!

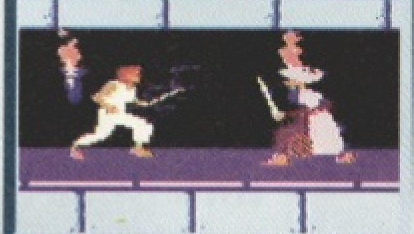


Well, this is the final hurdle for *Prince of Persia* in the Nintendo world. The game has visited the SNES and Game Boy and now comes to rest on the trusty NES. There can't be many who don't know about the great fluid animation and unique gameplay of this game — it's absolutely brilliant! If you haven't seen *POP* in action for yourself then do it now. It's a classic game that no game fiend should be without. **NICK 82%**



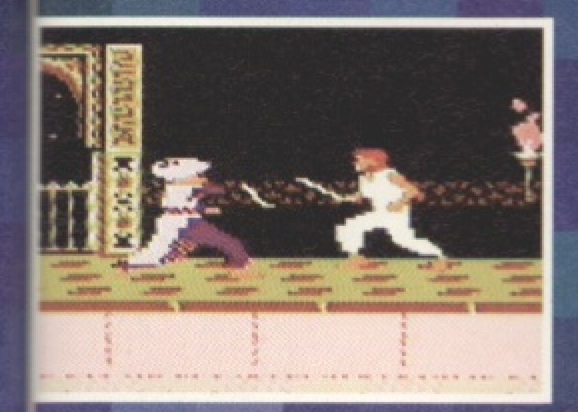


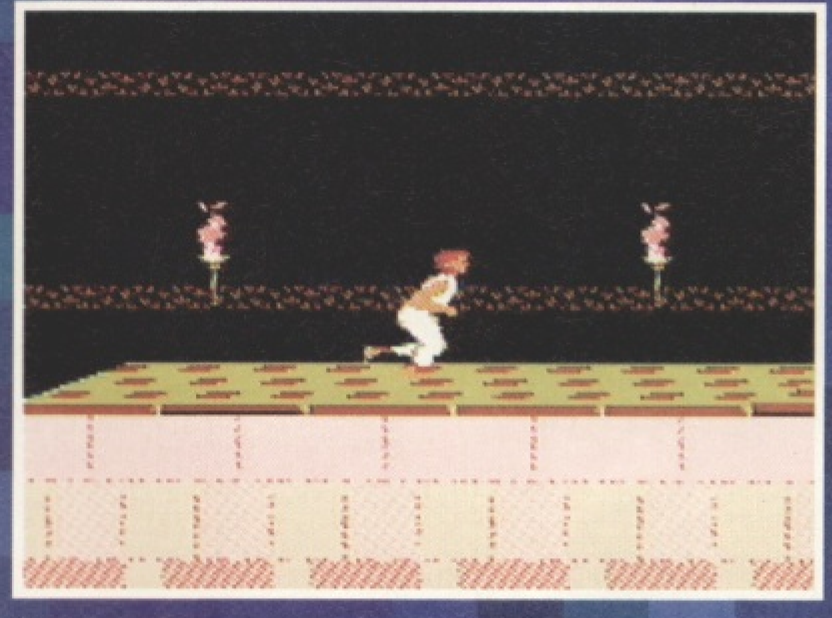
FORCE FAX



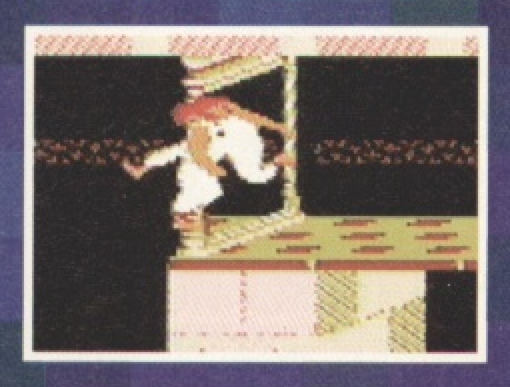
Find a sword quickly. Coming up against a big, bad and ugly guard is not much fun without a decent weapon.

...ce of Persia











Take that you blighter! When duelling with an enemy always take a step forward. He makes a stab at your leg leaving you free to go for the jugular!

Later levels have many hidden pressure pads and potions to collect. Keep an eye out for the sensitive slabs, they have a black line underneath.

■ **Producer**
Mindscape
■ **Players**
1
■ **Price**
£TBA

N-RATING

VISUALS 84
Cool animation with lifelike movements digitised from movies

SONICS 64
Not really outstanding apart from the odd thud or eastern dirge

PLAYABILITY 86
Easily controllable for running, jumping and fighting

LASTABILITY 81
With the password option it keeps you addicted for yonks

FORCE 84
Addictive, tricky and brilliantly implemented!



Super
Six Golden



Giant rats, magic mushrooms and cute bunny hats! You can tell NICK has been holding one of his New Year parties, can't you?

Mario, if you're reading this take some advice from us here at the N-FORCE party house. Lock up Princess Mushroom in a strong room and keep an armed guard outside her door! You know if she leaves for a split second she's going to be kidnapped!

Now I've got that off my chest I can tell you all about the potty plumber's latest problems. A new evil enemy and impersonator, Wario, has suddenly taken over Mario's stately castle — terrorising the people and kidnapping the poor princess.

Mario must find six golden coins, free his true love, defeat Wario and make everybody happy again!

Plump pumpkins!

The first improvement over the previous Mario Game Boy adventure, *Super Mario Land*, is the level map. This helpful device features worlds, paths, short cuts and a tiny Mario trundling about from place to place.

Each world has a theme with the characters inside changing accordingly. There's the spooky pumpkin zone, a tree zone, plus the amazing Mario zone where you get to run up his trouser legs!



Sprites, backgrounds and animation are almost equal to those found on the big brother 16-bit game — unbelievable but true! The only SNES trinkets missing are the colours, 3D scaling and number of levels.

Boss popping!

Unfortunately, *Super Mario Land 2* is let down by its simplicity. Gameplay is much too easy — even the menacing zone bosses pop off with only three bounces to the head!

> **"A great laugh and a brilliant title!"**

There just isn't enough of the game and what there is saves out to the battery back-up, making completing Mario's latest adventure a doddle!



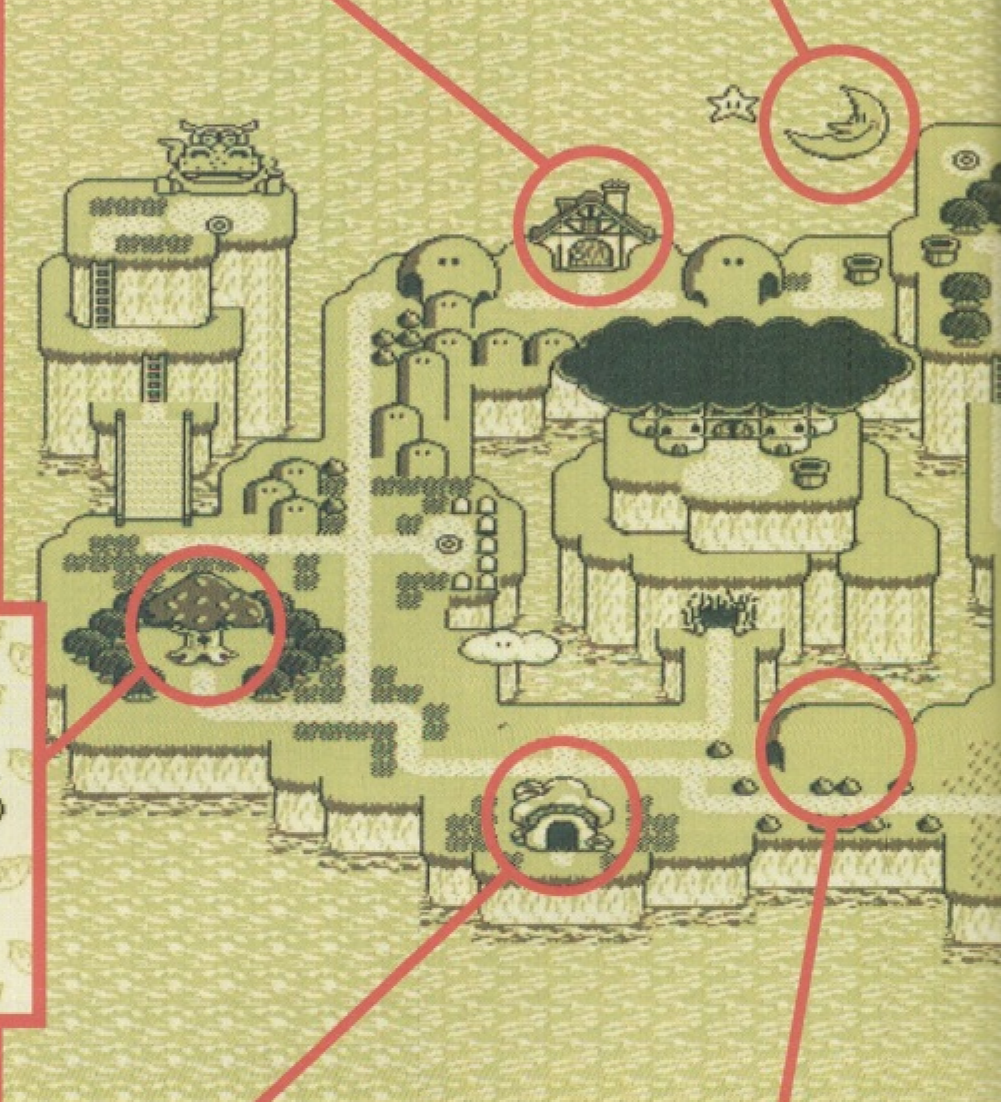
Luckily there are plenty of secret power-ups and zones to be discovered adding extra lastability.

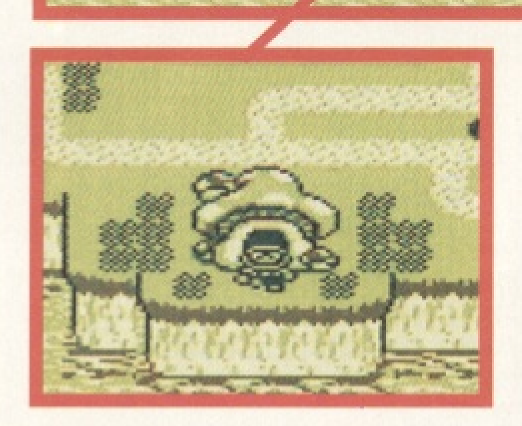
Where's Luigi?

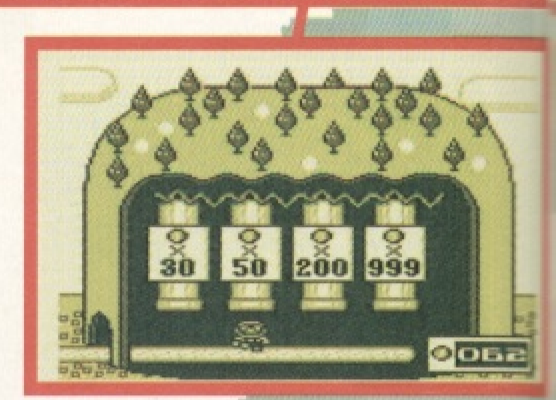
I'm a fan of anything Marioesque be it karting, platform adventures or a pair of pyjamas! The nuts at Nintendo have done a great job putting together this title, it's just a pity the game designers didn't include a difficulty option. As it is, completing the adventure is no problem at all. Still, a great laugh and a brilliant title! **NICK 87%**





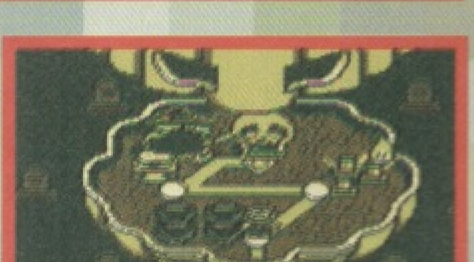




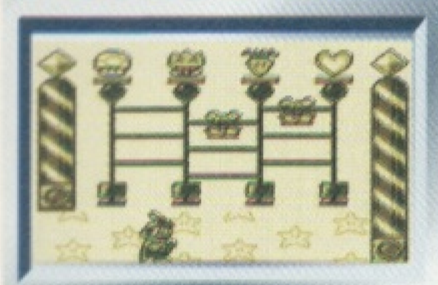


Mario Land 2

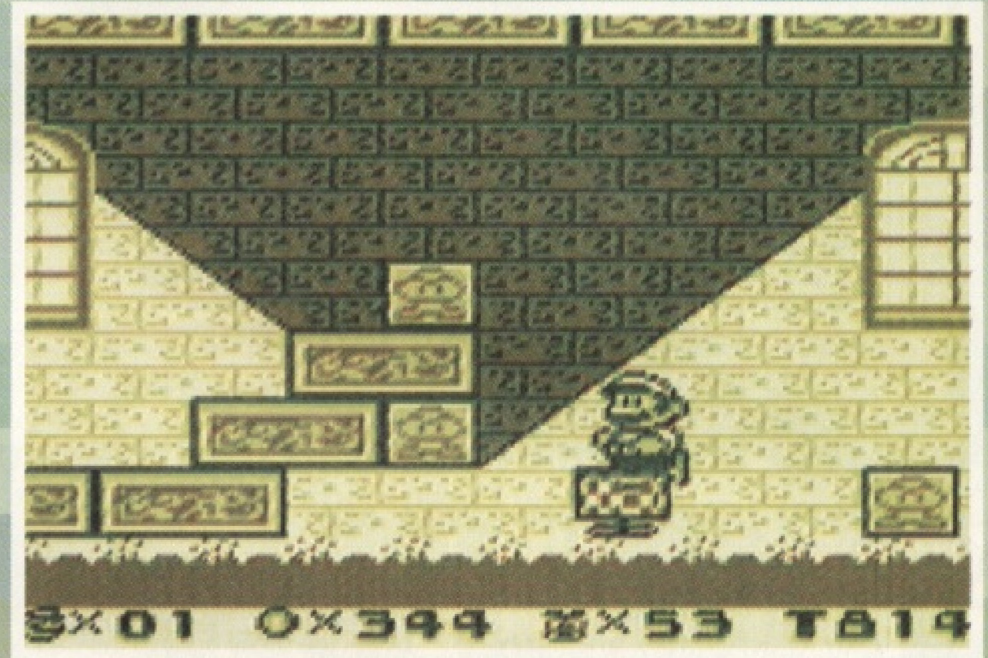
Coins



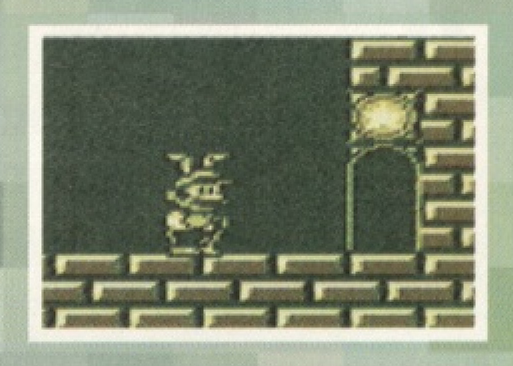
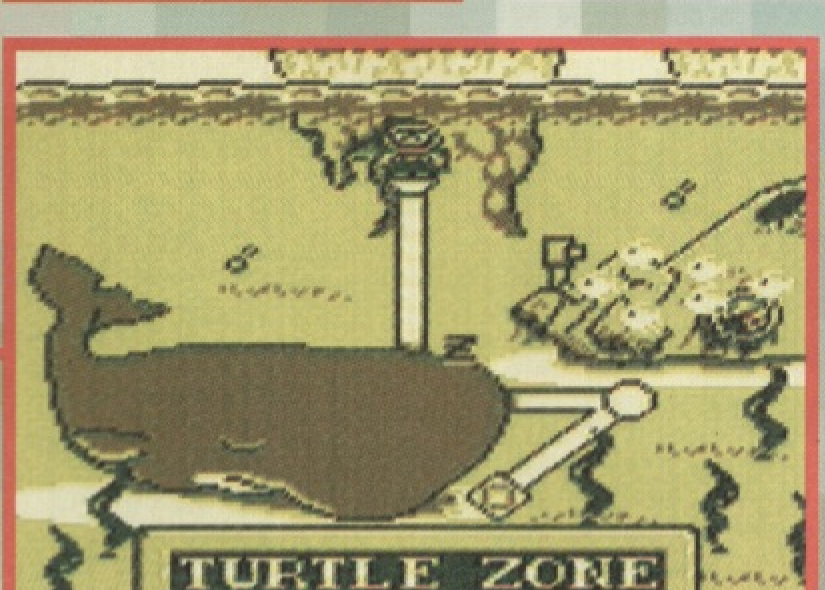


Always take time to explore each location closely going into all the nooks and crannies searching out secret levels and power-ups. It may cost you lives but who cares when you've got a battery back-up?



Deep in the spooky castle, Mario catches a lift from a passing coloured block. Some things never change...!



The man known to his mates as err... well Mario, is here again, bringing with him his usual wacky fun. There are zones galore all full to bursting with tricky challenges. The usual nasties are here — Koopas, fish, pumpkins, etc. Gameplay's great with loads of nasties to keep Mario's moustache standing on end! The graphics and animation are first class and the sound is brilliant, with a catchy little tune to help you on your way. What more can I say other than Mario just matures with age. ***ROB 87%***

Producer
Nintendo
Players
1
Price
£29
Supplier
Video Games Centre
Tel: 0202 527314

N-RATING

VISUALS 92
Excellent sprites and backgrounds to rival the SNES games!

SONICS 90
The usual chirpy melodies — absolutely brilliant

PLAYABILITY 91
The classic platform style lives on — I love it!

LASTABILITY 75
Could have done with more levels. The battery back-up makes it a bit easy.

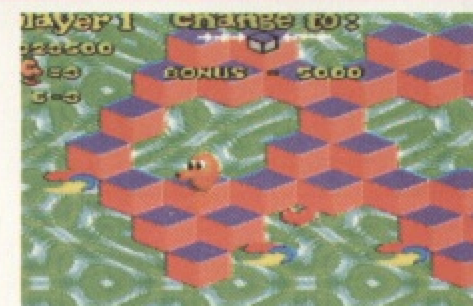
FORCE 87
A superb addition to the Mario saga — shame it's so easy!

Q*bert

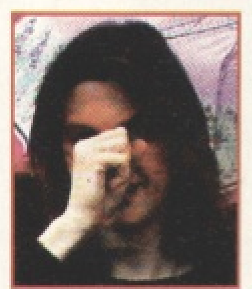




Q*bert comes face to face with the famous Hissing Sid. This slippery snake is the scourge of the colourful blocks, as he transforms from big purple ball to nasty fork-tongued viper.



All Q*bert needs to do is paint the blocks once and try not to get put off by the background!



Who's this strange character with a long nose and odd features? And why hasn't he got any arms? Maybe ROB shouldn't have had that plastic surgery operation after all!

He's orange, cute, cuddly and ready for action! Well, when I say action I mean jumping on little platforms and changing their colour, but it's action to him in his sad and lonely little world.

Each level's set out in different patterns of different shaped blocks, including suitcases, icy blocks, presents and cream sponges.

Travel through each level colouring blocks and picking up bonus items and points for extra lives. Dodge slippery snakes, big red balls, slimy frogs and a strange couple called Ugg and Wrongway (the latter runs up the sides of the blocks) — and take care not to plunge over the side into psychedelic space!

"You'll go absolutely barmy over this version"

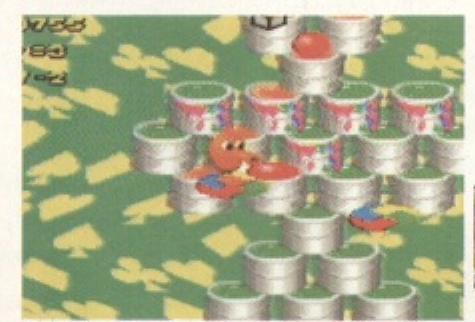
Off his block!

Each level's the same in format but progressively trickier — on later levels you have to jump on the blocks *twice* to complete the task!

Begin the battle against the baddies with five lives — an extra life is kindly donated on reaching 5,000 points, meaning minutes more wacky fun with Q*bert the orange dude.

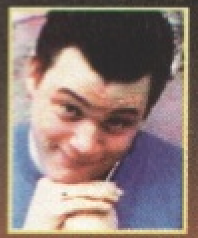
There are plenty of handy items to pick up — a freeze ball temporarily stuns all enemies, providing valuable time to complete a level.

Catch pieces of fruit for loads of points and jump on the flying multi-coloured discs to get out of a tight spot. Keep away from the snakes though, they're out to get our little hapless friend.



If you liked the zany exploits in the arcades, you'll go absolutely barmy over this version. ***ROB 78%***

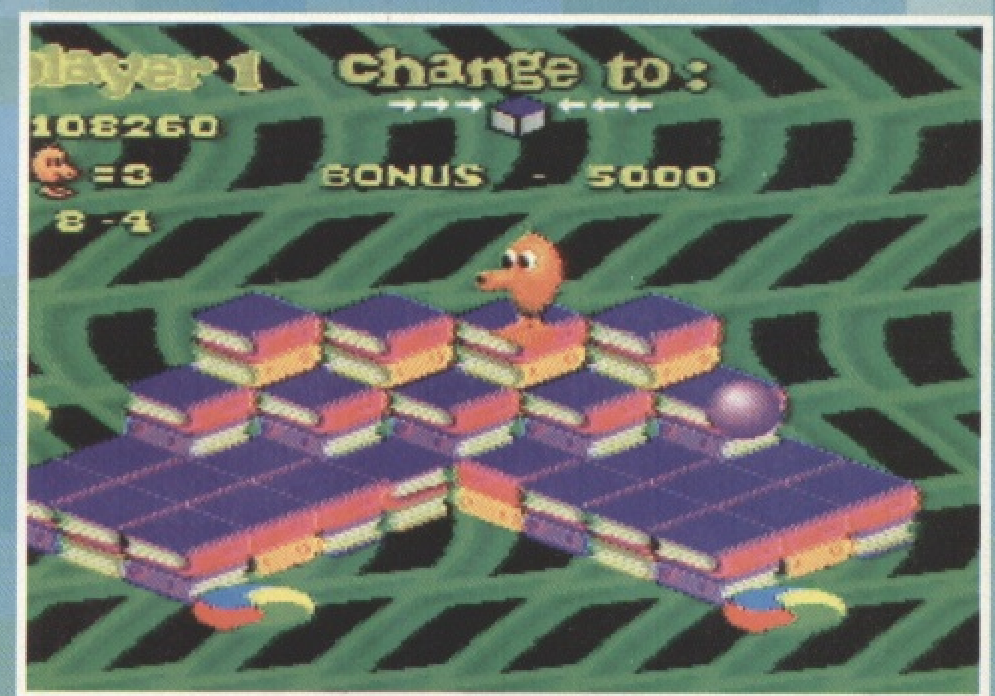




Oh no! Some fool's left a load of blocks painted yellow, only Q*bert can paint them a much nicer green. Yes, Q*bert, an orange thing with a useless tubular proboscis — big nose! Controls are tricky at first but with practice jumping around painting blocks with grace and poise becomes second nature. Each level involves bouncing on and off suitcases, boxes and tiles, changing their colours and avoiding frogs and Jack Frost!

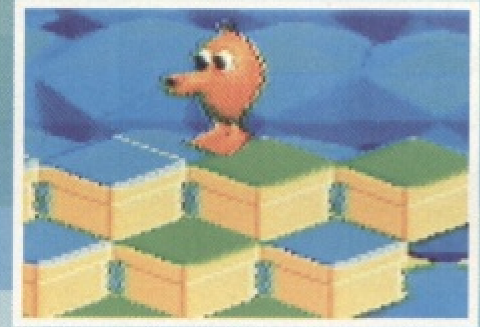
Graphics are cool with spectacular psychedelic backgrounds. The sounds and FX are wacky and flow hypnotically throughout the game. *Q*bert* is great fun to play at first, but after a while gets monotonous. Think carefully before buying!

NICK 50%



Q*bert, half-orange half-Hoover, sets off on another wacky escapade involving red balls, pythons, frogs and the stage set for an early eighties Top of the Pops — the one where *ABBA* made their debut!



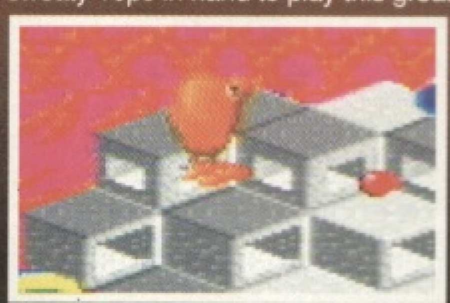


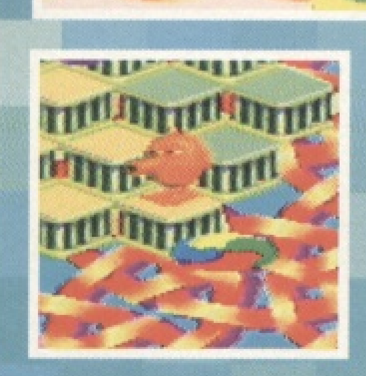


Careful where you step — to complete the stage go over the ice blocks twice. Watch out for the red balls!

Did you know...?

Although new to the SNES the cuddly character with the big nose, known as Q*bert, has been around for almost a decade. *Q*bert 3* is an upgrade of the original *Q-Bert*, a classic arcade game first released in 1983. Those old enough to remember the golden years of New Romantics and endless Duran Duran songs will recall teenagers around the country flooding the arcades with sweaty 10ps in hand to play this great game. Its success has been phenomenal causing spin-offs such as *Q-Bic* on the Amiga and *Fuzzball* on the Atari ST. *Q-Bic* is programmed by Ronald Pieket Weeserik, the brains behind *SWIV* and *Rodland*. Original arcade machines are worth an absolute fortune now so watch for this cart. Who knows? — it could be a piece of arcade memorabilia in years to come!



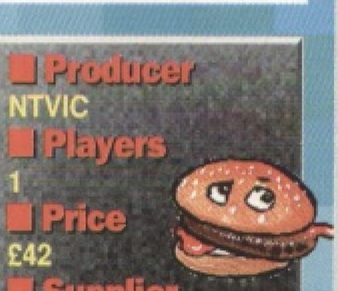




FORCE FAX



One good trick is to lure a snake to the edge, then jump on the disc and watch the evil slitherer falls to his doom. It works every time!



■ **Producer**
NTVIC
■ **Players**
1
■ **Price**
£42
■ **Supplier**
Krazy Konsoles
Tel: 0422 342901

N-RATING

VISUALS 82
Bubbly and fun cute sprites — loads of psychedelic colours

SONICS 54
A little on the irritating side — best turned down

PLAYABILITY 76
Controls are a bit weird but easily picked up

LASTABILITY 57
Great to start with but monotonous gameplay soon gets boring

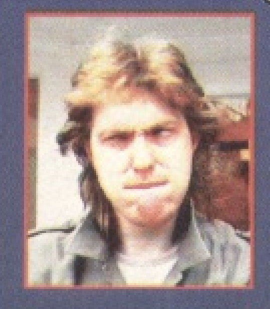
FORCE 64
A great game let down by the lack of variety

t3





The Blues



Blue cheese, blue movies, blue brothers? CARL puts on his black hat, black suit, black tie, black glasses and sings the blacks...?!

And then one night Jake brought in a gleaming E-string from Elmore James's guitar. He held it tight as it glowed in the bulb light. Jake sliced Elwood's middle finger, then his own. Now the solo boys with soul in their blood were brothers... the Blues Brothers!

At last one of the greatest cult films of recent years barrels onto the SNES. The movie's a classic and stars a host of top actors, comedians and singers. Most memorable, however, is the music — fast, funky and delivered with unfaultable comic...errmm... timing!

> "The speed of this is amazing!"

Rawhide!

If there's one thing the SNES does well it's tunes and this is no exception. The film soundtrack is faithfully reproduced — even I (the man who makes Des O'Connor sound good) started tapping my toes and wailing along.

Good looking and well rounded (sort of the Sam Fox of the games market — well maybe not!) *The Blues Brothers* is great on the peepers but not on the thumb.

Believe me, this is one fast game — possibly the fastest platform action around! Unfortunately, this means control is difficult to master. However, the addiction level is high enough to keep you coming back.

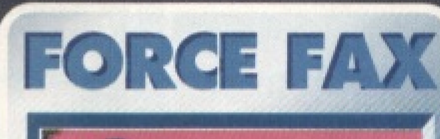
Mission from God

The Blues Brothers bears more than a passing resemblance to *The Addams Family* — not only the size and animation of the main sprite but also the lush detailed backgrounds and parallax areas.

If alarm bells are beginning to ring don't worry, this is not boring and samey — resembling one of the best platformers around is no bad thing.

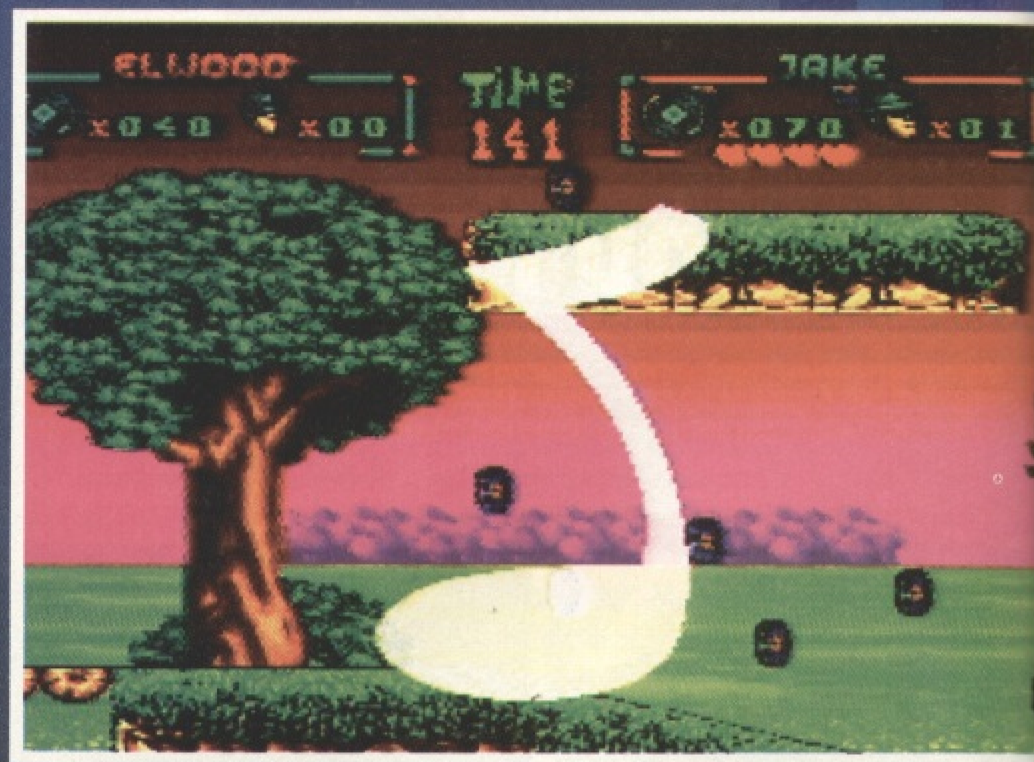
Okay, so the gameplay's pretty cool but what else does *The Blues Brothers* have to offer? Simultaneous two-player action — that's what!

My only niggle is the annoying way monsters regenerate. Add to that the frenetic speed of the game and you've got areas that are frustrating. Not a major problem but one which casts doubts over lastability. Well worth a look though. ***CARL 81%***





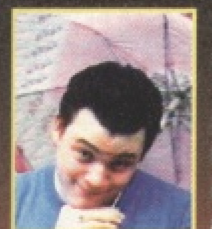
The two-player option turns *The Blues Brothers* into a fantastic platform adventure. Jump aboard for an easy ride on Jake or Elwood's back.



That's a big note! And that means you have finished the level. Have a rest, a bit of a boogie and get set for some more action, cos there's plenty of it still to come...





Hey brother! Don't sing the blues… take a look at this spanky game starring Jake and Elwood. It's a sort of *The Addams Family* without the spooky bits and with loads of groovy tunes thrown in. The music is written by one of France's top console composers and includes great versions of the *Blues Brothers* hits. The action is superb! It's as if the programmers took the key elements of the top platformers, put them in a big mixing bowl and came up with this! Okay, so it's run-of-the-mill platform action but the speed is amazing! This is the first game I've played where the action is almost too fast! Platform fiends should think carefully before buying this. How much speed can you handle? ***NICK 82%***





Pick up the nasty lawnmowers (in the first levels) and throw them at other baddies!

s Brothers



The mushrooms (above) are great fun to bounce up and down on while the electric beams in the later levels (right) are not!



Keep an eye out for the little cakes lying strategically around (left). They turn Jake and Elwood in to Arnie clones with extra jumping power — woah!

■ **Producer**
Titus
■ **Players**
1 or 2
■ **Price**
£TBA

N-RATING

VISUALS 86
Fantastic speed and colour. The film was better — but not much!

SONICS 89
Stunning sampled speech. Great reproduction of the film soundtrack — classy stuff all round.

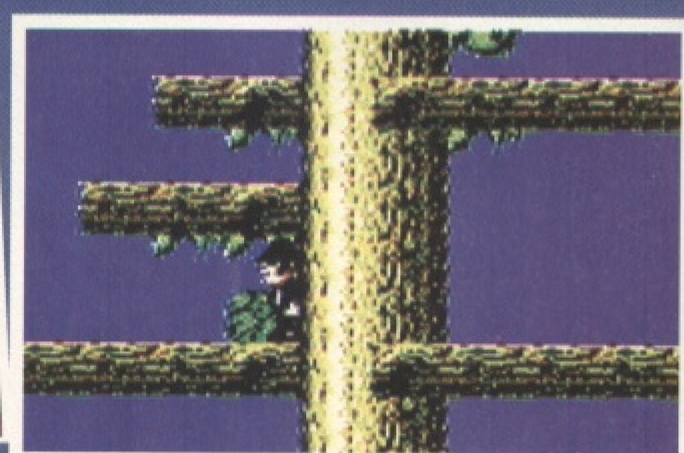
PLAYABILITY 78
Great fun but occasional control problems make it frustrating in places

LASTABILITY 81
Plenty of depth but the frustration outweighs the addictiveness

FORCE 82
A great game but more testing would have made a difference.

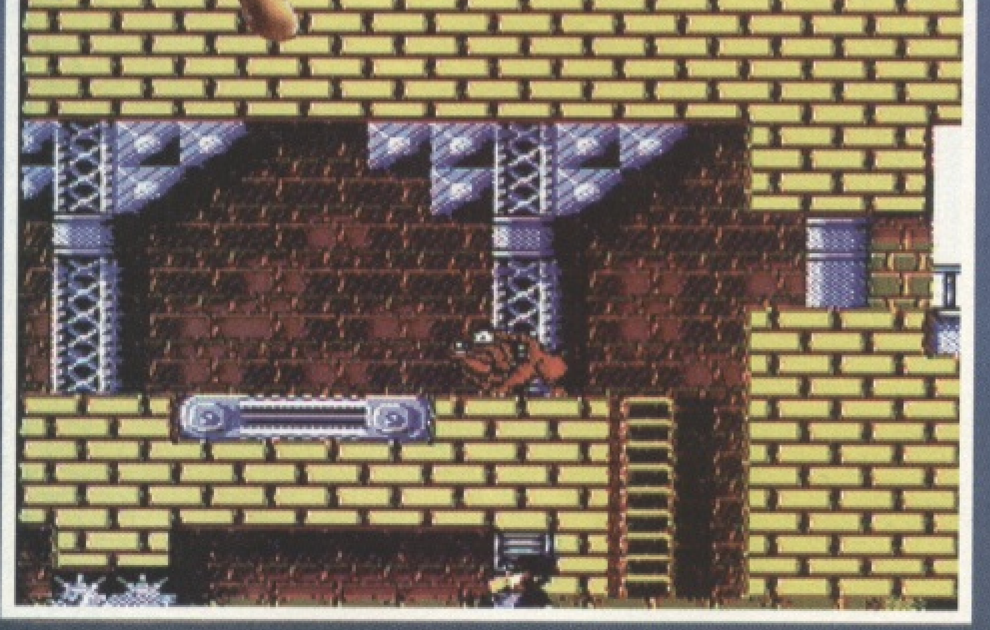


Hot on the heels of its big brother, the 8-bit version of this toe-tapping title blasts onto your NES. Turn up that jukebox and put those sunglasses on — it's time to do the mashed potato...



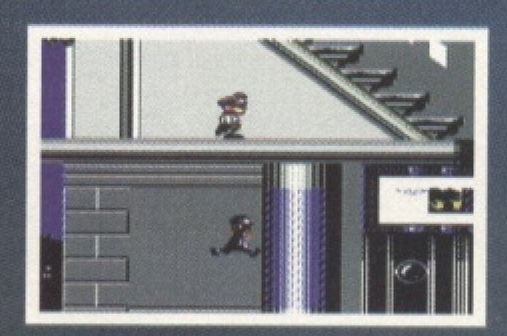


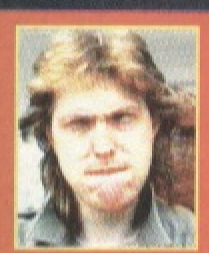
Yeah, yeah! Rock 'n' roll is here to stay, and Dire Straits aren't invited. Jake and Elwood aren't really brothers — it's more kind of brothers in music. They're constantly followed by the big bad Sheriff McGraw, who'll stop at nothing to spoil the show and lock the boys away for good. The game's a fast moving platformer with lots of playability and fun to keep you glued for ages. Graphics show off the NES — each character's well animated and easy to control. Various soul standards keep you rockin' and jumpin' through the game. Guaranteed fun with plenty to keep you interested — especially the music! ***ROB 82%***



Tricky stuff in Level Two as Jake attempts to make friends with a nasty looking bulldog. Perhaps he should have offered him a bone?







The aim of this 8-bit conversion is to get Jake and Elwood to the stage in time for the concert. There are five stages to complete before they're finally in the spotlight and ready to rock 'n' roll. Make your way through a department store, a jail and sewers to outwit the dastardly Sheriff McGraw. With the choice of playing Jake or Elwood you get a real feel for the game, as each needs different levels of control to master. The graphics are fine for the NES — nothing spectacular but they do the job. The soundtrack is direct from the movie and has you dancing in the aisles in no time. All in all, a challenging game very tough in places but occasionally suffers from irritating glitching. None the less, a good platform romp with great gameplay to boot. ***CARL 79%***

■ Producer
Titus
■ Players
1/2
■ Price
£TBA









N-RATING

VISUALS 79
Good solid graphics — occasional flickers but excellent animation

SONICS 82
Great tunes to bring soul to the masses and blues to the neighbours

PLAYABILITY 80
Hard and challenging — a tough game for tough nuts

LASTABILITY 77
Hard as it is, five stages may not be enough for experienced players

FORCE 81
Hip-hop, get down and rock for a blast with the brothers blue.

I need you, you, you...!

Way back in 1980 a film hit the screens changing the world as we know it forever and redefined the phrase 'on a mission from God'. It started when two comedians, appearing regularly on the *Saturday Night Live* show, performed a sketch about two soul brothers with a love of the blues.

It was only a short step from there for Dan Aykroyd and John Belushi (older brother of the now famous James — *K9*, *Red Heat* and *Salvador*) to a movie tracking the exploits of the wacky soul merchants — *The Blues Brothers*!

Directed by John Landis and starring James Brown, Aretha Franklin, Carrie Fisher, John Candy, Ray Charles, Twiggy, Cab Calloway, Steven Spielberg and Henry Gibson (?!) the film opened to poor reviews and terrible box office receipts.

Sadly, it wasn't until John Belushi's death from 'substance abuse' that the film really took off, becoming a cult movie almost over night.

Due to legal implications, the film couldn't be reprinted on sell-through video until recently — copies of the film's original video release were changing hands for over £100 up until 1989.





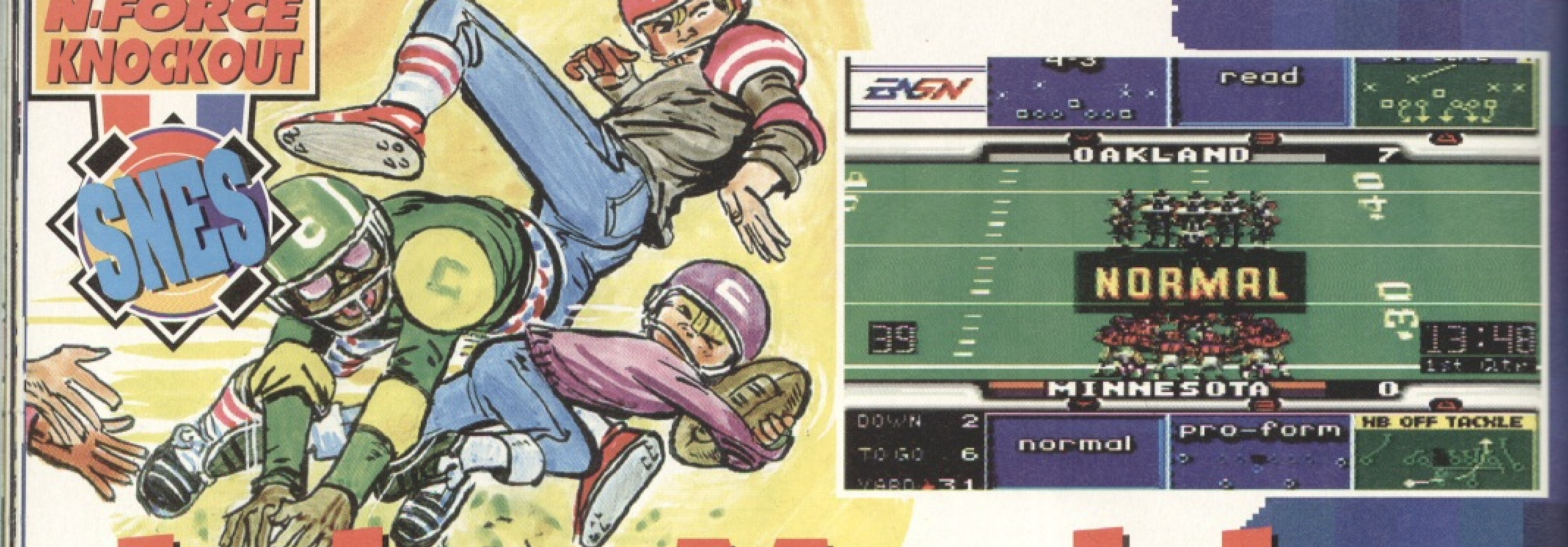




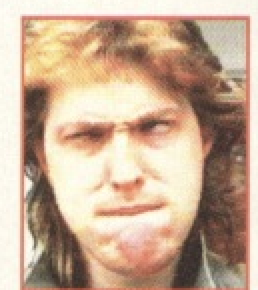








John Madden Football '93



Raffling the cooker or roughing the kicker? It's third down and Windsor Castle and the Bears have a tight end. CARL takes a vallium and blames John Madden!

Those of you who follow American football move straight to first down, the rest can pick up the basics on the chalkboard, because without them this game is as confusing as putting a blind man in a round room and telling him to find the corners!

Turn on the cart and you're treated to an impressive opening sequence. Graphics are sharper than ever and sprites are small but well defined. Controls take a while to get used to — button functions vary depending if you're on offense or defense.

> "The best American football game available"

First down

Okay, so it looks great but how does it play? Absolutely brilliantly! To begin, choose a set for the play (fast guys, big guys, clutch receivers etc), now the type of play (passing or running) and finally the direction (left, right, or up the middle) — take care to memorise it so you know where to run or throw after the snap!

Hut, hut, hut!

On a running play the ball is automatically handed to the running back. Each button performs a different move — spin, break tackle, dive and jump.

Passing's a completely different ball game! Take control of the quarterback and press [B] to bring up the passing display at the top of the screen. Each receiver appears in a separate window, decide which one to pass to, then launch the ball.

Now the hard part — catching! When the ball's in the air the aiming spot is highlighted, run towards it and dive or jump if necessary. Relive those brilliant catches in stunning slow-motion action replay — absolutely superb!

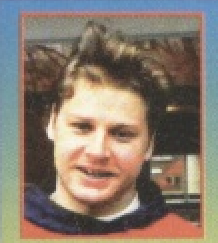
One- or two-player options, all NFL teams, pre-season and play-off games are among the choices available. Another great touch is the inclusion of classic teams such as the '76 Oakland Raiders (the team Madden coached) and the powerful '85 Bears.

Okay, so where are the faults? In all honesty there aren't that many — my only niggle is the lack of sampled speech. All in all, a brilliant title limited for one but unbeatable as a two-player game. The best American football game available — buy it!

CARL 96%





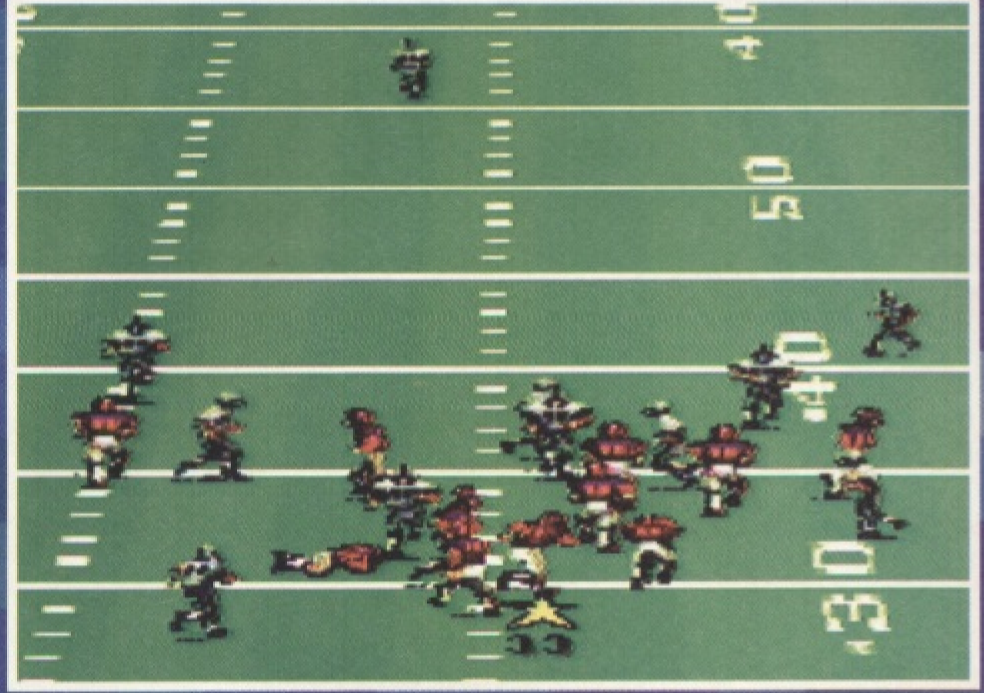


Touchdown — recreate all the thrills-'n'-spills of American football with this brilliant updated addition to the highly acclaimed John Madden Football series. Ever wondered who would come out on top if Miami '72 played San Fran '84? Well, now you can see for yourself. This version's been tweaked to include last season's teams plus the legendary teams of the past. Better graphics and stunning gameplay, my only complaint is it's too easy in one-player mode — I completed it without losing a game. Still, an essential purchase for sports fans! **CHRIS 90%**





Oakland and Minnesota go into a huddle and discuss tactics. Choose a formation from the info box then press [B] to pinpoint the receivers. For a jumping catch press [X], to dive press [Y].



Number 33 for the Vikings may or may not have the ball. What's for sure is eleven guys in silver and black are after him. An excellent reason to run — very fast!



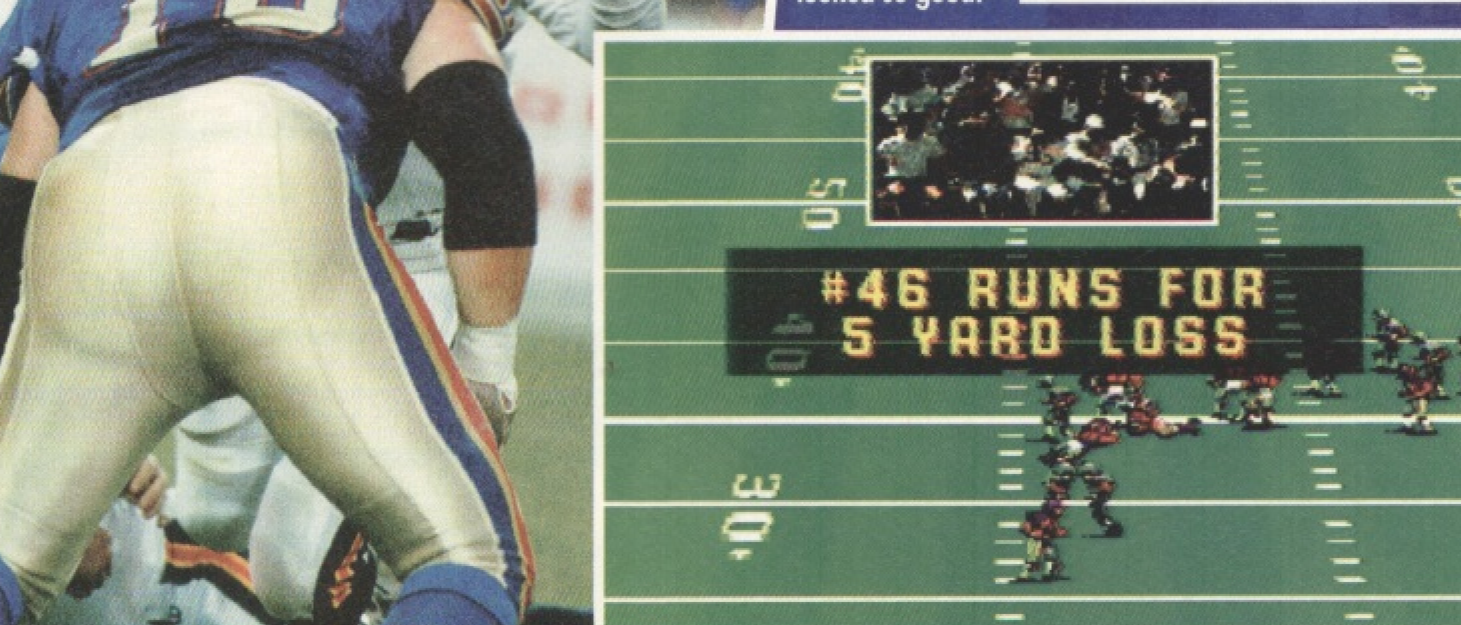


FORCE FAX

John Madden's Oakland Raiders won Super Bowl XI against the Minnesota Vikings 32 points to 14. That's why when these two meet in demo mode it's slightly one-sided!

These guys and gals are from the London Monarchs who played in the now defunct WFL. Shame, Wembly never looked so good!



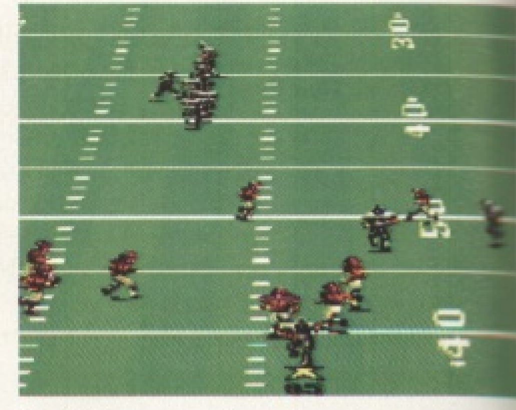




It's fourth down and nine to go. Most teams punt in this situation but if it's the playoffs or the Superbowl it's tempting to try a fake punt. Pull it off and you're guaranteed big yardage!

The Chalk Board

1. Move the ball into the opponent's end zone for a touchdown worth six points. Kick the ball through the goal posts for an additional point.
2. The team is split into three sub teams — offense, defense and special teams. The offense is the attacking team, the defense aims to stop the opposition from scoring, and special teams are used in situations such as kickoffs, punts and field goals.
3. You have four attempts (or downs) to move the ball ten yards. You can do this by running with the ball or passing. Fail this and possession returns to the opposition. However, gain ten yards and you're given another four downs.
4. A field goal is worth three points. Tackle the opposition in their own end zone to score a safety worth two points.
5. Hit every one in a different coloured shirt and don't stop until someone chucks a yellow hanky in your face!



The Minnesota defense (purple people eaters) are about to make a Raider sandwich out of number 85 — ouch!

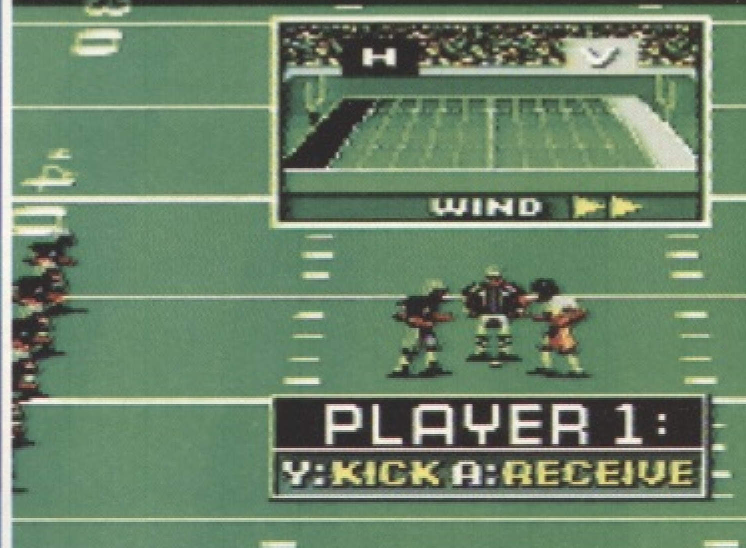


Below: big John takes us through the match up between the two teams in today's game. Raiders rah! rah! rah!





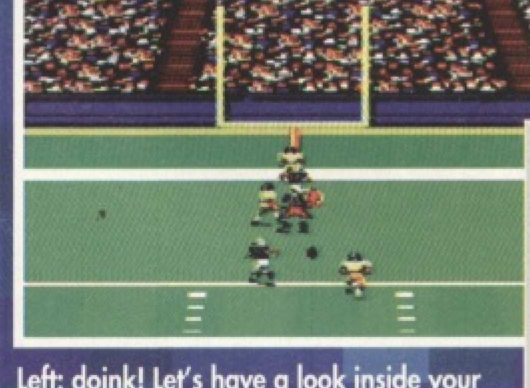
Number 12 for the Raiders is Ken (the snake) Stabler who led the NFL in passing in the '76 season — wow!



Before the start, toss a coin to see who gets the odd-shaped ball and the gale-force wind!







Left: doink! Let's have a look inside your helmet man! An enthusiastic Steeler lays a good lick on the Raiders' 28. It's a tough old game but you gotta love it!



Producer
Electronic Arts
Players
1 to 2
Price
£43
Supplier
Zonetec
Tel: 081 503 5875

N-RATING

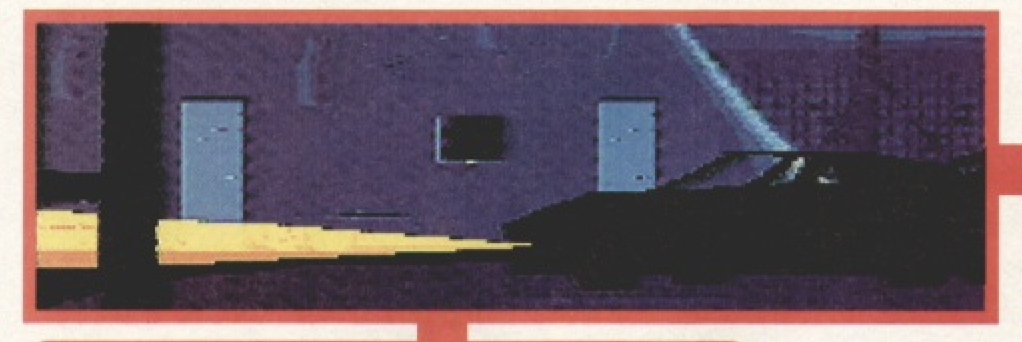
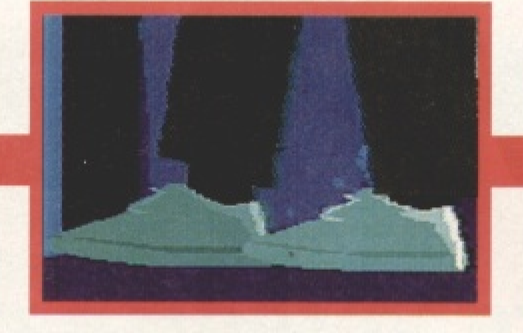
VISUALS 84
Small but well detailed sprites — together with an amazing replay function

SONICS 85
Great soundtrack but lack of sampled speech is a bit of a let down

PLAYABILITY 87
Once the controls are grasped very easy to play, but hard to win!

LASTABILITY 92
Brilliant as a two-player game and has been boosted in one-player mode!

FORCE 93
The best American football sim on the market!

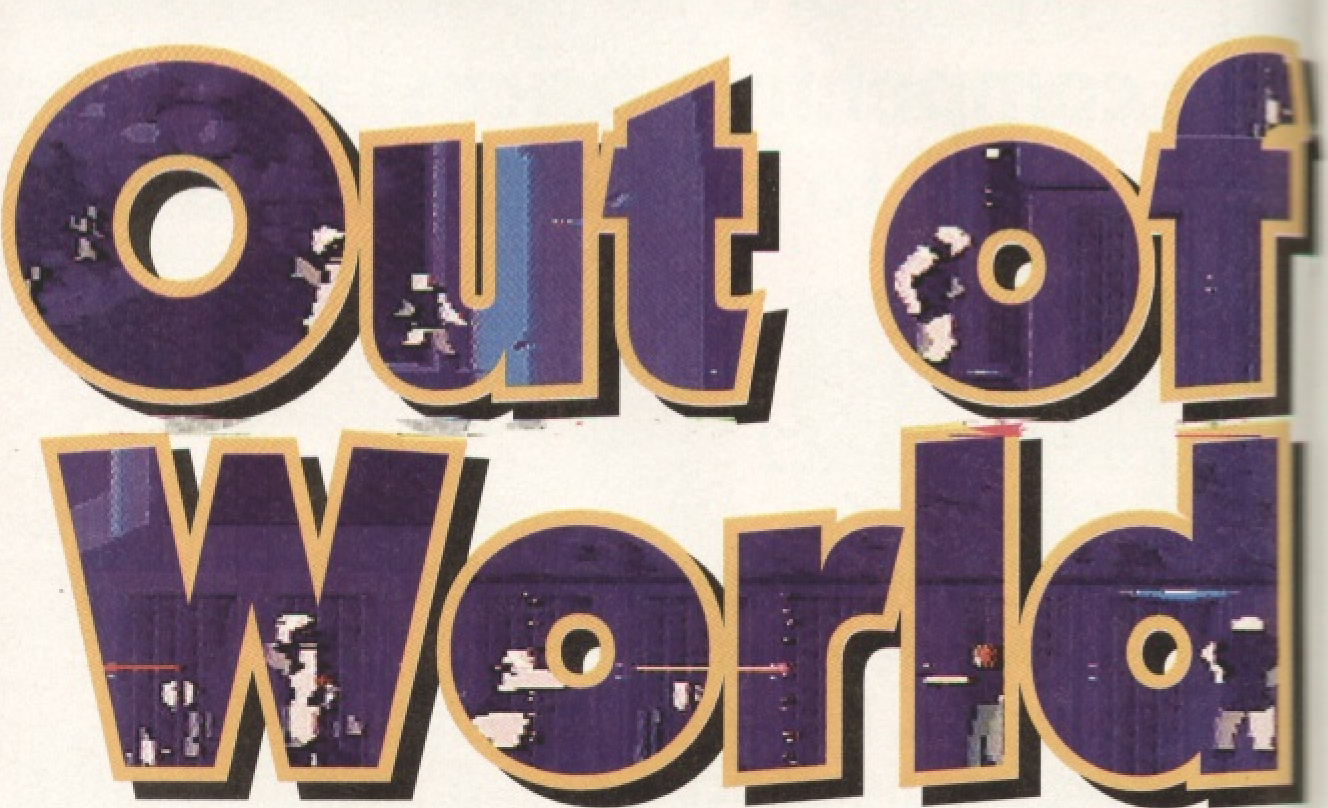



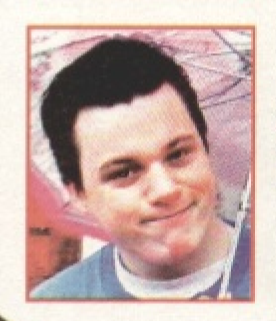

Lester's excellent adventure...

Using a stunning visual style new to the SNES, Interplay create a number of amazing movie sequences. With the lights low and the atmospheric music blaring, you almost think you're sitting in the cinema gobbling popcorn and slurping cola!

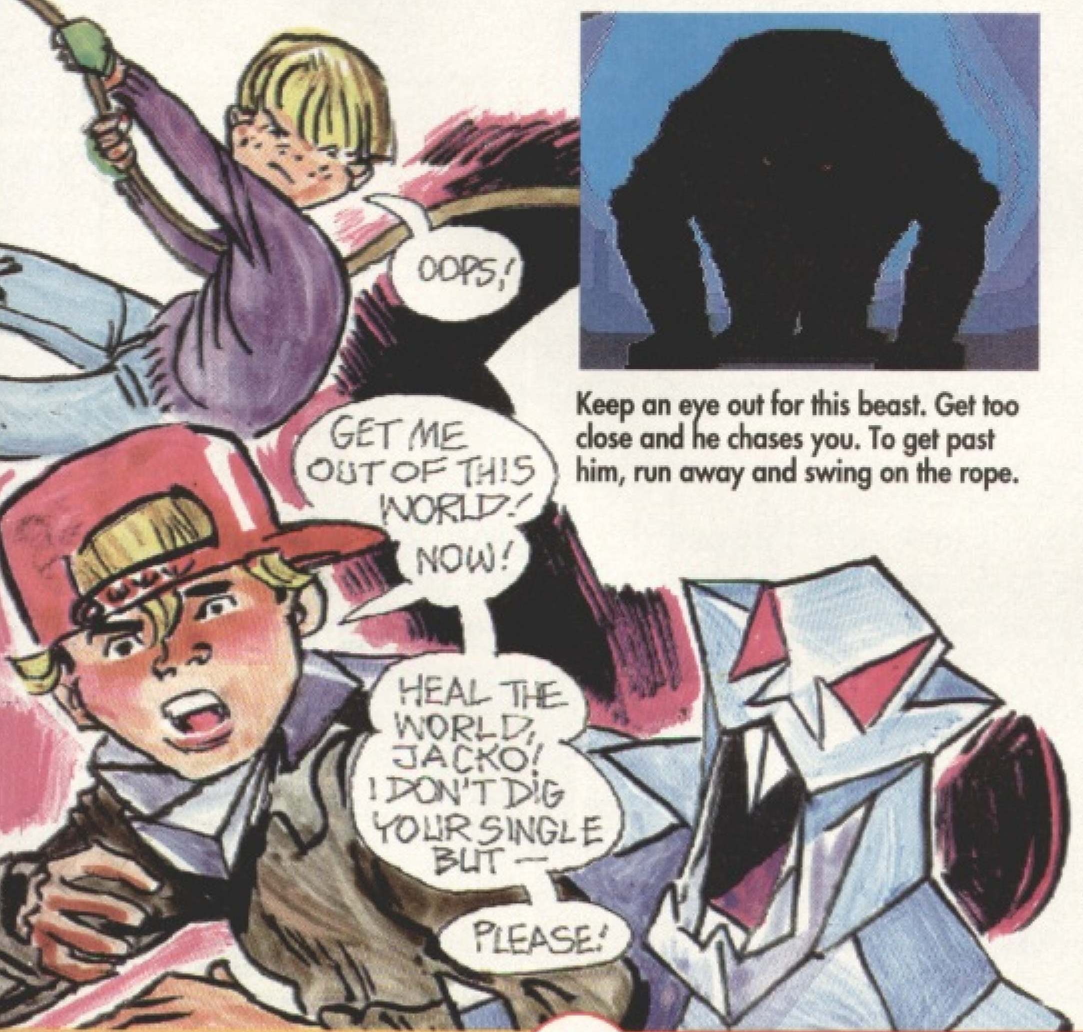
Lester Knight Chaykin is a scientist at a top secret laboratory. He returns late one night in his slick black Ferrari to continue work on a classified experiment. After keying in his special entry code he boots up the holographic Peanut Corporation computer and starts to work, running a nuclear acceleration program that will change his life!

He is sent hurtling through the space /time continuum into a freaky alien world inhabited by vicious guards and killer slugs. Lester must find his way back to Earth, one way or another. Who will he meet? What must he do to succeed? All is about to be revealed...





NICK has got green tentacles growing out of his head. Either he's had an argument with a radioactive octopus, or he's from another world...



Keep an eye out for this beast. Get too close and he chases you. To get past him, run away and swing on the rope.

We've all had one of those days. Having to work late and missing *Home and Away.* It's at times likes these your work gets sloppy. That's exactly what happened to a geezer called Lester in this cinematic epic.

While experimenting with particle acceleration he's zapped through space into the lake of a distant planet inhabited by grotesque aliens and man-eating slugs. Not wanting to end up inside one of these lettuce lovers, he desperately attempts to find his way back home.

> **"The most atmospheric soundtrack I've ever heard!"**

Sounds easy doesn't it, but believe me it isn't. The numerous puzzles tax the grey matter to the limits. One stage had me pulling my hair out at the roots — addictive is not the word!

Lights, camera, action!

Scenes are acted out using a graphic technique mixing sci-fi backdrops and shaded polygons. This creates some gruesome facial close-ups but looks great in the action sequences.

There are 14 stages to complete with only a few screens in each. This doesn't sound like much but the complex mazes and random elements give some lastability. Each stage has its own password so there are no annoying restarts.

Lester's movements change depending on his status. While weaponless he rolls, kicks and punches but grab a gun and he blasts anything that moves.

Try and try again

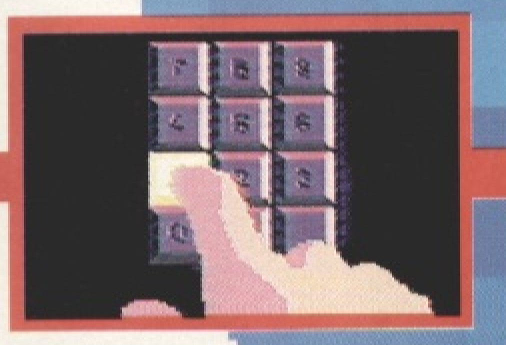
The phrase that pays is definitely 'trial and error'. This makes gameplay very frustrating but there's a strong sense of achievement after completing a stage.

Accompanying the action is one of the most atmospheric soundtracks ever. The sweeping synthesized sounds had us turning up the volume and enjoying the stereo. Sound effects are kept to the odd blast and bubble to avoid spoiling the audio delights.

The major flaw is lastability. This is certainly not a game to come back to once completed — except perhaps for a clean run through. I'd love to play more movie-style adventures, they make a refreshing change. Excellent fun! ***NICK 88%***



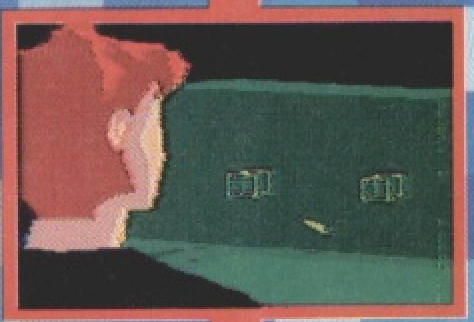
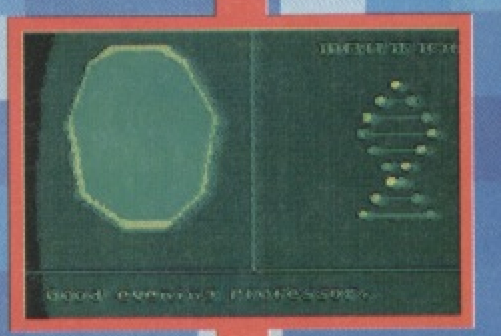
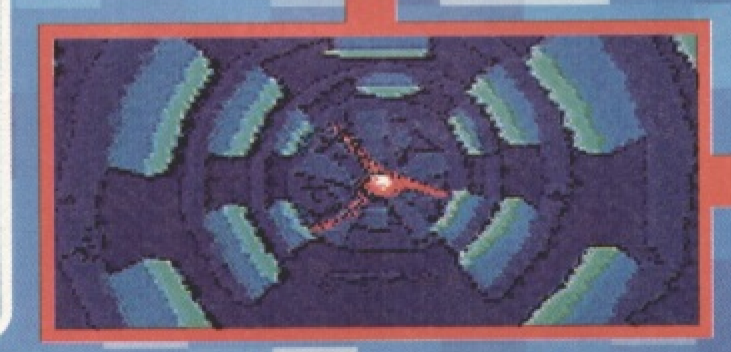
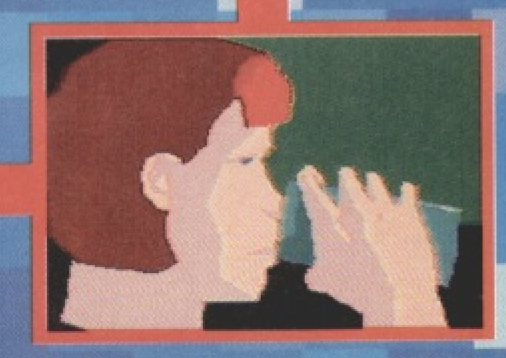
Ouch! Reflexes have to be quick to avoid being wasted by the numerous enemies.







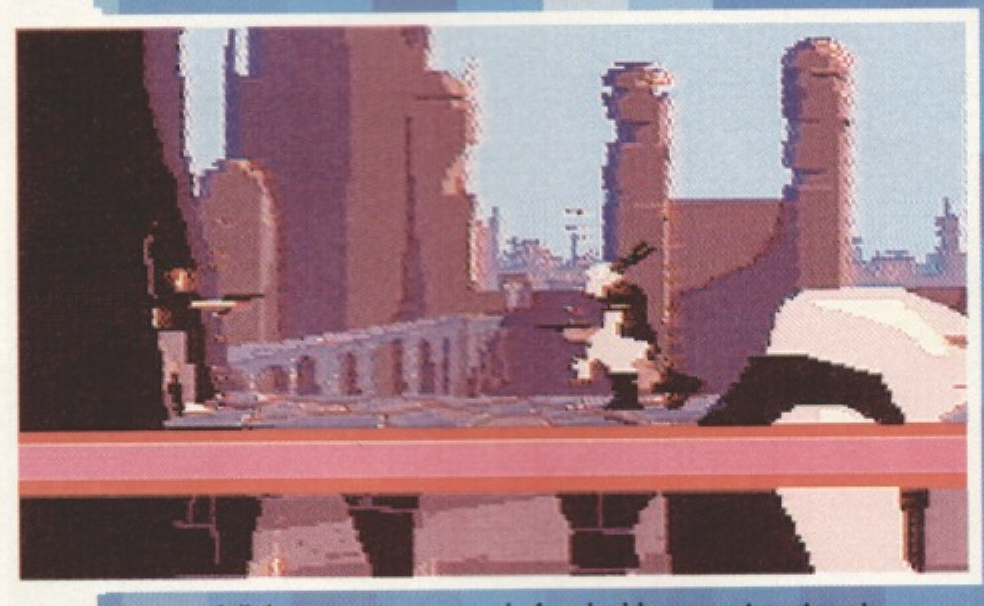


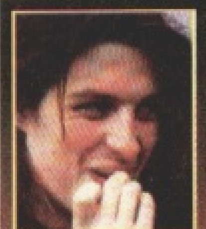









Unfortunately most of the game is solved by trial and error. Don't let things get you down. Have patience, all becomes clear in the end!


Do you kill the oncoming enemy before he blasts you into tiny pieces, or wait and see if he's friendly?!



Underwater chambers, swinging cages, friendly aliens, nasty aliens and bottomless pits — *Out of this World* has all this and more. I haven't seen a game which is as much fun in ages. The controls are easy to master, but what makes it a challenge is really having to think about each level before getting through to the end. Graphics and animation are — wait for it... out of this world! The opening sequence is absolutely incredible and the animation is right up there with *Prince of Persia* — amazing! Soundtrack is terrific, setting the mood perfectly. A wonderful game with plenty of addictive gameplay — buy it!

ROB 89%

■ **Producer**
Interplay
■ **Players**
1
■ **Price**
£TBA




Uh oh! To avoid the grizzly monster jump onto the rope and scramble to safety!



VISUALS 93
A unique combination of textured polygons and sci-fi backdrops

SONICS 94
Sweeping padded sounds creating atmospheric music

PLAYABILITY 88
The game style takes some getting used to

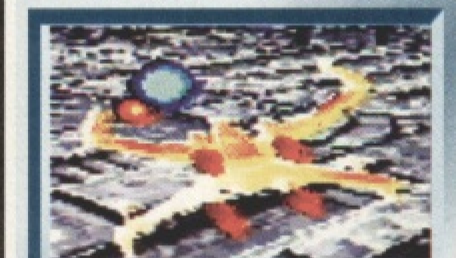
LASTABILITY 80
Solve a scene and it's on to the next, but there aren't that many!

FORCE 89
A great idea let down by limited lastability.



A long time ago in a galaxy far, far away... just past the bus stop on the right, is one of the best SNES games this side of the Ganymede Holiday Inn! Enter the world of *Super Star Wars*...

FORCE FAX

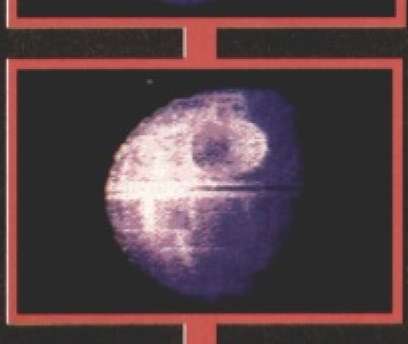


Because of the popularity of the first two *Star Wars* movies, the crew tricked the public into believing they were filming a low-grade horror movie called *Blue Harvest* instead of *Return of the Jedi*. Why? To keep the masses away from the set when on location.

We were so impressed with this Super Nintendo masterpiece last issue we just haven't stopped playing it! Every time the team sat down at the console we discovered something new and amazing.

An outstanding game like this deserves more than just a quick glance — after spending hours pulverising the Dark Side we're now able to bring you the highlights of this intergalactic extravaganza! Sit back, relax, get out your light saber and experience the full FORCE!

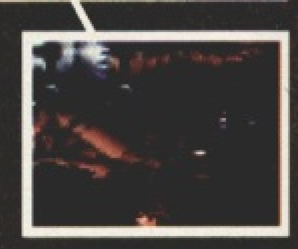






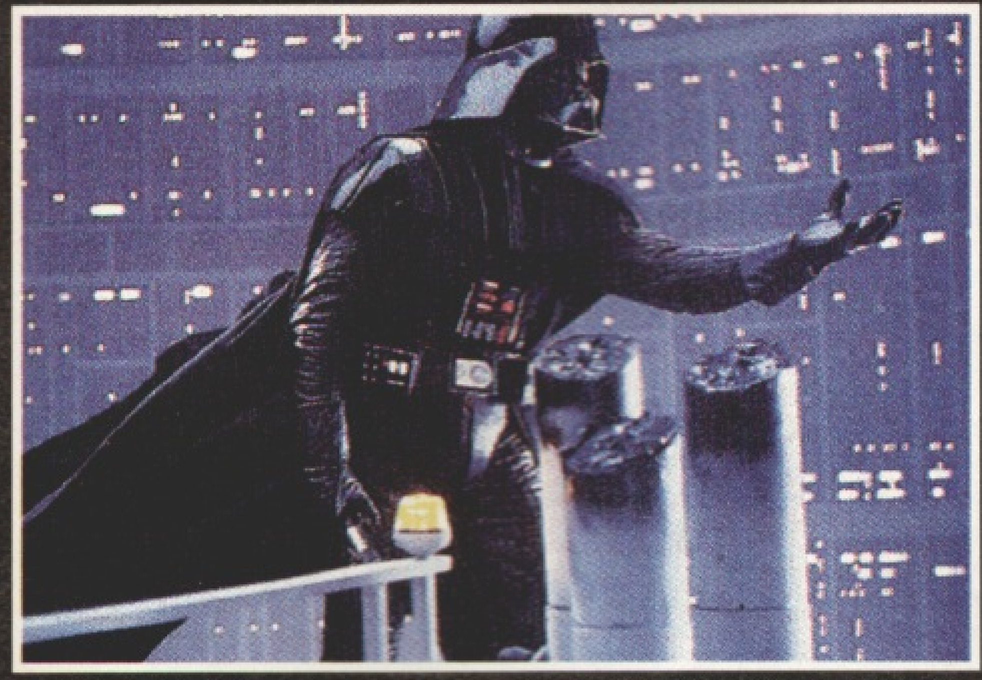






In probably the hardest part of the game, blow the centre guns out of the Hover Combat Carrier and then standing under it, work on the jets...

FORCE SPECIAL



Darth Vader, in all his glory. As Luke Skywalker, your battle against the Dark Side includes climbing sandcrawlers, flying landspeeders and blasting heaps of baddies.

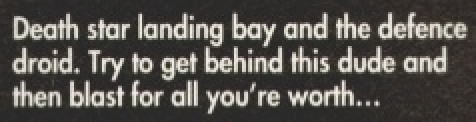






End-of-level time again! Best weapon for this is the heat-seeking missiles — but you can expect some more trouble when you blow up the main baddie!





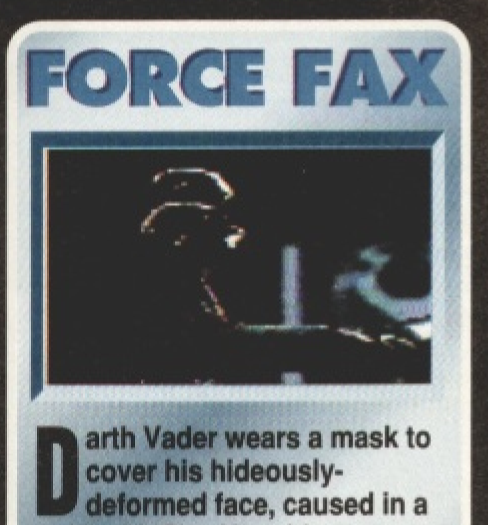






Death star landing bay and the defence droid. Try to get behind this dude and then blast for all you're worth...

FORCE FAX



Darth Vader wears a mask to cover his hideously-deformed face, caused in a fight with Ben Kenobi next to a volcano when young Darth was Ben's student.



Ben Kenobi from the original *Star Wars* film. Apart from a few words of advice here and there, you won't find much help from him in the game.







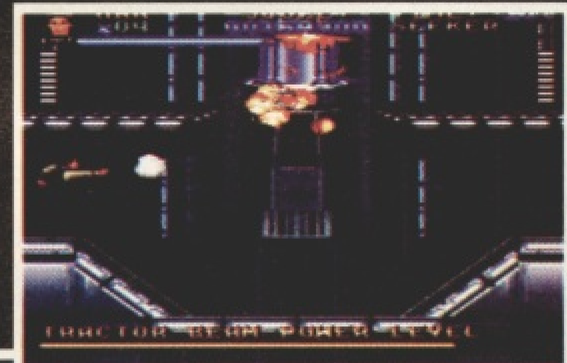








The bit you've been waiting for — Darth Vader and the Death Star's exhaust port...

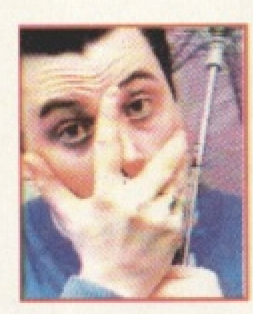


FORCE FAX



The first movie of the three, *Star Wars*, was released in 1977 and became an instant blockbuster. *The Empire Strikes Back* came out in 1981 and *Return of the Jedi* in '83. There's not been a glimmer of a further movie since.





NICK has been wearing a laurel wreath lately and there's been an awful lot of wine and grapes disappearing. Still, he's always fancied himself as a Greek God!

Those Greek Gods are playful fellows. Not content with sitting around being fed grapes by loosely-clad females and playing chess, they've decided to invent a new pastime — Earthling eating!

Realising there wouldn't be too many volunteers, they've decreed anyone able to outwit the Gods wins the ultimate prize — immortality!

"The feel of the game is exactly right!"

Amazing

So, what have you gotta do? Simple(ish) — escape from a city full of pits, traps, mazes and unearthly creatures ready to nip off an arm or leg — or maybe eat the challenger whole! Many have tried and failed — can you make the grade? Have you got what it takes to become a God?

Programmed by star development team The Bitmap Brothers, (the brains behind *Xenon 2* and *Magic Pockets*) there's no doubting *Gods*' classy pedigree.

It's a sleekly presented and attractive game. Each stage is packed to bursting point with slimy creatures, hidden passageways and switches to be triggered in the correct order. Trial and error is the only way to progress — memorising switch sequences is essential!

Amiga Force?

The sprites and backgrounds are beautifully detailed, although they're identical to the Amiga version. It's disappointing as the SNES graphics chip is capable of much more than the humble Amiga home computer. I reckon games that don't use the capabilities of the SNES need a good kick up the butt!

In their defence, the programmers have got the difficulty setting and feel of the game exactly right — the butch guy bounds around the platforms with a real feeling of weight! Some platforms can't be reached and need a run up, others need special switches to be triggered.

Tough cookies

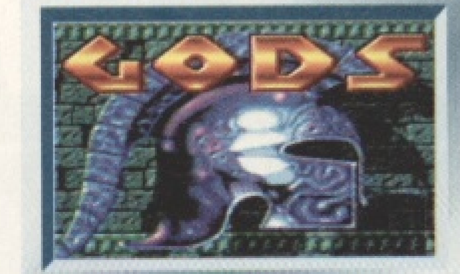
I can always tell an original console game from one converted from the home computer — console games are much easier to start, slowly progressing in difficulty for later levels.

Sadly, this is not the case here. *Gods* is bloody hard from the word go. If you're looking for a good platform challenge with something a little different to your average *Mario* rip-off, *Gods* could be your fella!

NICK 80%

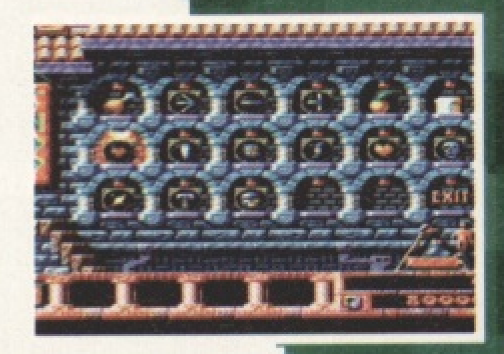
The mazes are filled with all kinds of nasty creatures. Some die gracefully, while others erupt in a blaze of flames. For protection, attack from a safe distance.





Zeus is looked upon as the highest civic deity. His emblems are a thunderbolt (a figure of victory) and a cornucopia. Romans offered him bulls and goats in sacrifice.



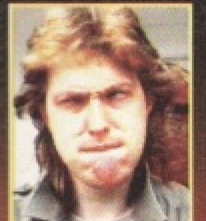




Above: hard work this game! Wandering around the platforms is dangerous, so you need all the help possible. Grab the goblet for an energy power-up.



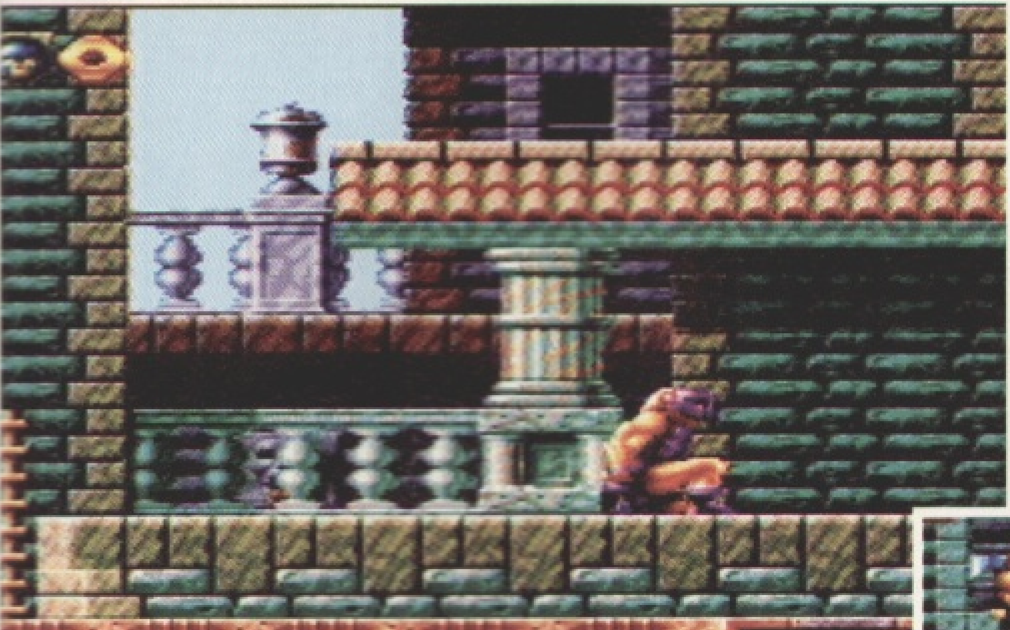




Safely housed on Mount Olympus the Gods, under the iron rule of Zeus, have created a gigantic maze to test mortal man to the limits. This is a great story line with sound character sprites and intricately detailed backgrounds. With sections against the clock and mental puzzles galore if offers a lot and delivers most of it faultlessly. Only faults are on the control side — jumps are particularly tricky and action's slow throughout. This aside, I'd recommend *Gods* to all arcade adventure and platform fans.

CARL 82%







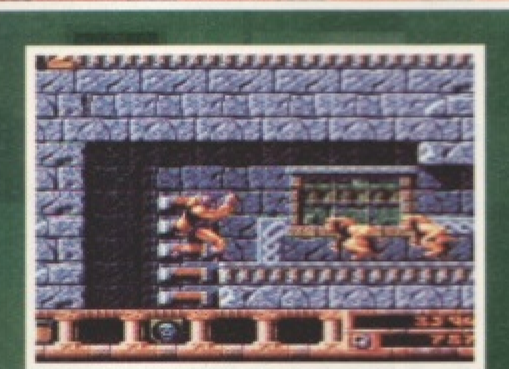


Dodge the fire-breathing birds, each hit takes massive amounts of energy from your life bar



Two keys or not two keys — that is the question. To enter a new room search for a key to fit the door. They're often hidden so have a good look round!





The animals went in two by two — the elephant and the kangaroo!



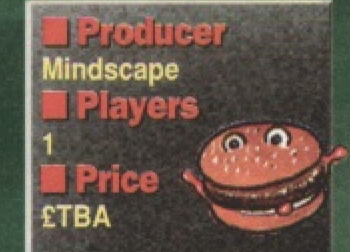
Grabbing a dagger makes carving through the mazes a lot easier.



Complete each level for a mega bonus. The more you collect, the higher the score. Go for that world record — grab everything!

Greeks bearing gifts...

Keys: there are various keys, each open the corresponding door.
Creatures: come in various guises but all are deadly to the touch.
Potions: increase shot power for faster killing!
Dagger: starting the game unarmed is not a sensible thing to do!
Pots: hide keys and other useful items.
Jewels: useful things to collect — if you can't find a use for them you can always make a nice necklace!
Food: apples, chicken legs and doner kebabs. Good grub all round!
Hearts: restore energy, keeping you fit and healthy.



■ **Producer**
Mindscape
■ **Players**
1
■ **Price**
£TBA



N-RATING

VISUALS 84
Lavishly detailed and well drawn — room for improvement though

SONICS 81
Atmospheric sounds with screams and squelchingly-dynamic effects

PLAYABILITY 79
Tough from the start with many intricate puzzles to sort out

LASTABILITY 81
Work through the tedious first levels and you'll be hooked!

FORCE 81
A great-looking platform puzzler!

Competition!

Gimme the blues!



Get down and get it on because the compo of a lifetime is here! Thanks to the generous guys 'n' gals at Titus, the team that put the soul into the terrific *Blues Brothers*, (check out pages 34-37 for a review of these great games) we've got ten copies of the film to give away. So if you fancy your chances, put on your *Blues Brothers* heads and get scribbling.

Are you a movie buff? Did you know Jake and Elwood drove a 1974 Dodge sedan with Illinois plates, a 440 cubic inch plant and a broken cigarette lighter?

Or that the brothers were on a mission from God to get to room 1105, Richard J Daley Plazza which was 106 miles from Chicago?

Of course you did, so answer the questions right and send the coupon back to **GIMME A FUNKY MOVIE, N-FORCE sauna, Europress Impact, Ludlow, Shropshire.**

Video blues!

1. What colour are the brothers' sun-glasses?
a. Blue
b. On the vermilion side of purple
c. Black

2. Was Jake:
a. The tall thin one
b. The short fat one
c. Both

3. Were the brothers:
a. Fishing for cod
b. Wishing for a rod
c. On a mission from God

Don't forget the Editor's decision is final because he's got an FSO and he won't enter into any correspondence because we've locked him a box.
If you don't want mailing from other companies, just say so on your postcard...

Competition!

Rebel yell!



Right you lot, the challenge is on. We're looking for two top games players to take part in the biggest dust up for years. In conjunction with that rowdy lot at Infogrames, we're setting up a deadly duel to find the top *North and South* player in the country.

It's all based around their hot new title *North & South* which takes action from the American civil war and lets you play out scenarios and campaigns on the NES.

We want two of you — one from the north and one from the south — to come down here to the N-FORCE bunker, play some games, meet the gang, review a game and play *North & South* to the death to find out once and for all who's best.

Is it you smelly lot south of Watford gap or the beefy bunch from the land of black pudding? We want to know!

The lucky winner will recieve their prize from the lurvely Beverly from Infogrames, and the loser gets a sloppy kiss from Doug!

The Mason-Dixon line is in Ludlow!

To take part in this thrilling compo, just write in no more than 25 words why you think your half of the country (North or South) is the best and why you hate the other lot. All answers on a postcard to :

Bunker Hill '92 compo, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

Remember the Editor's decision is final because he's got toilet breath and he will not enter into correspondence because he never stops talking long enough to write anything.

If you don't want any stuff from other companies, please say so...



N-FORCE
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TIPS GALORE!
PULL OUT AND KEEP!
TINY TOONS
SIM CITY
MICKEY'S DANGEROUS CHASE
Ace's High!
Bouncing bunnies and porky pigs
TINY TOONS
SNES
Addams Family (The), F1 Exhaust heat, Faceball 2000, Final Fantasy 2, Final Fight, Hole In One Golf, Prince of Persia, Rampart, Sim City, Sky Mission, Spanky's Quest, Street Fighter II, Super Adventure Island, Super R-Type, The Legend of Zelda, Ultraman
NES
Duck Tales, Golf, Gradius, Punch Out, Super Mario Bros 3, Tetris
BOY
Addams Family (The), Adventure Island , Batman: Return of the Joker, Dynablaster, Gargoyle's Quest, Mickey Mouse, Side Pocket, Skate or Die, TMNT, Who Framed Roger Rabbit?
PULL OUT AND KEEP!



Hey there game fiends! I'm afraid this is a very sad moment for me. Yes, we all know I'm not getting any younger and so the time has come to hang up my joypad and make way for a new tipster.

I'd just like to thank all the cool dudes who've written, phoned and faxed their cheats over the past eight issues. You've become like family to me, I'm going to miss you all. Before I reach for the Kleenex I'd like to hand over to the new king of tips. Take it away Bob...

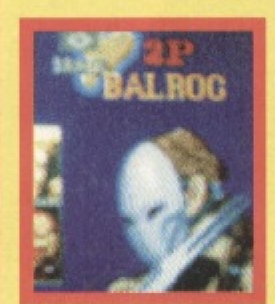


Hello ladies and gentlemen, welcome to Ace's High. Allow me to introduce myself — I'm Bob (B for short), and I'm joining wee Chris this month on the classiest part of the mag with lots of weird and wonderful tips for you to go loony over.

I've been working on N-FORCE for eer, well about two minutes now, but have been playing Nintendos since I was one. I'm just craaaazy about *Street Fighter II*, and even more bonkers about *Super Star Wars* to the point where I'm no longer living in this galaxy. Anyway, if you've any top tips you'd like to share with the rest of us game fiends, either give me a call or send your little gems to — ACE'S HIGH, N-FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE, SY8 1JW.

Exclusiv

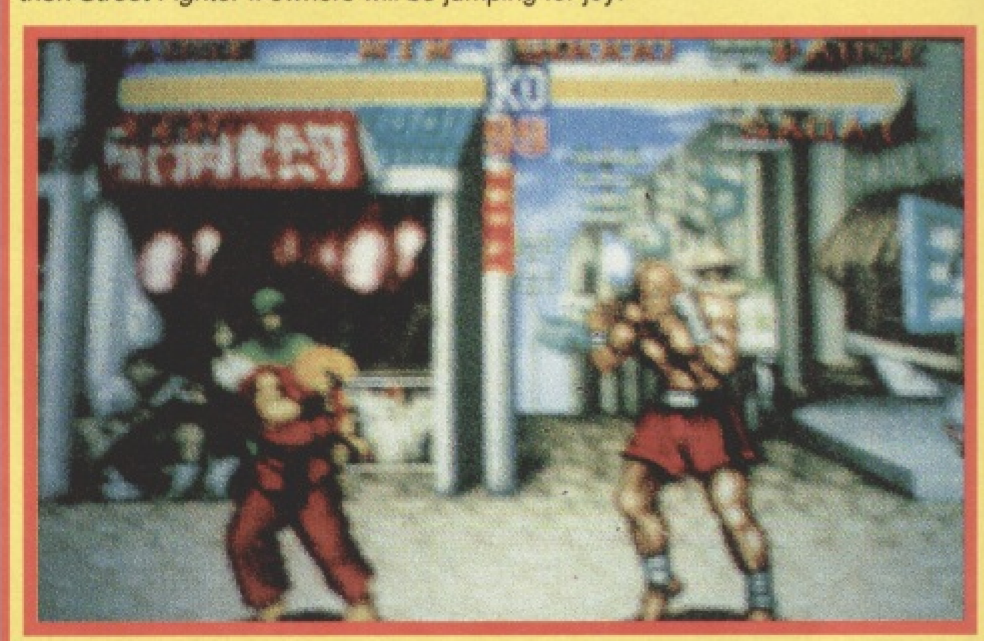
Street Fighter II cheat exposed



SNES

You've heard all the hype about the infamous cheat allowing you to play the final four characters. Capcom (the makers) deny it exits — but we've got some pictures which apparently prove otherwise!

Just look at these — Player Two choosing Vega and the rest of the guys, plus them in action in their snazzy gear. It's not the arcade version, because one of the shots show a pause screen. If these pics are genuine then *Street Fighter II* owners will be jumping for joy.



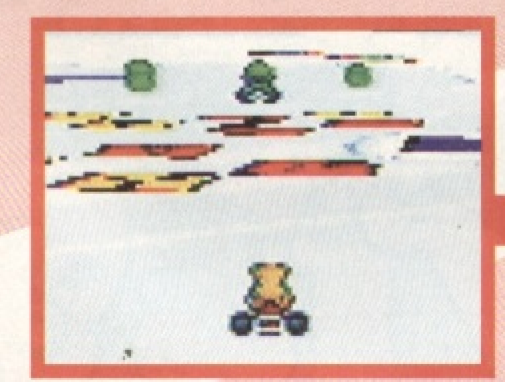
Made in Japan

When he's not slurping sushi, Norton Kai — our man in Japan — is deep undercover bringing you the hottest tips in the East. Check out these tantalising morsels...

Super Mario Kart



By now, most are probably aware of a 'ghost' appearing in time attack mode. Drive carefully without wiping out or going off the course, retry the same course immediately and your driving from the preceding time trial's played back by a 'ghost' image. You can compete against the 'ghost' with the same kart or any other one. Save your 'ghost' by keeping [L] and [R] pressed, and pressing [A]. The 'ghost' is available for that course for all future time trials. The sad part is that only one 'ghost' can be saved for just one course.



The princess gets off to a slippery start on the tricky ice stage. Her lack of traction makes it difficult to control the kart but she has excellent acceleration. Picking up red shells from the power-up pads makes winning much easier!









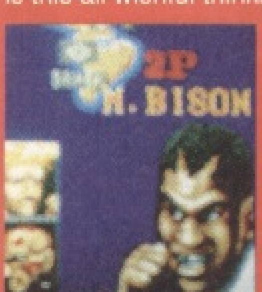
Cheat Fighter!

Game fiend **Amit Nischal** from **Ilford, Essex** explained to N-FORCE how he discovered the cheat.

'I was playing in normal game mode and using the Capcom joystick with all buttons on auto fire. I chose Ryu and my brother (Player Two) chose Blanka. I pressed lots of buttons and waggled the joystick and then Sagat showed up on screen and my brother was able to control him.'

Amit approached Capcom but was told no such cheat existed. I spoke to them and they argue that due to memory limitations it's not technically possible.

So what do you think? Have Capcom got something to hide or is this all wishful thinking? Why don't you write and let us know your views. But for now at least, the great debate continues.



Thanks to **Gregor Robertson** from **Dundee**, the self-confessed best N-FORCE fan in the world. He just loves the mag and has sent in a wad of tips for his favourite games…

The Addams Family



If this ooky spooky platformer's lowering your spirits, fight back with this devilish tip. Enter **3L1ZB** to get all the family and four hearts.

F1 Exhaust Heat



For extra cash, go to the select player screen and enter **SETAUSA**. This gives you $10,000 when you start the game. Now you can afford those custom parts you've always dreamed of!



Side Pocket



George Mellor from **Hereford** sent in this crafty cheat for a great pool game. When the star appears over the pocket, send the cue ball into that pocket off any of the cushions. As if by magic, the rest of the balls are placed over a pocket making it simple to clear up!

Spanky's Quest



Big thanks to **Ray McAllistar** from my old home town of **Longsight, Manchester** for the passwords to the first six levels of this great platform/puzzle game.

Level	Password
1-1	000
2-1	732
3-1	354
4-1	116
5-1	988
6-1	470



Tetris



To get really high scores chose Game A-type, play from Level 0 and hold down [SELECT] (to see the next block, press [SELECT] once and then hold [SELECT] again). When the block lands you get the score for that block *plus* 10,000 points.

To see the end of game choose B-type game, Level nine, height five and as you start playing hold [SELECT]. Bingo! you'll see the end credits.

Thanks to **Billy 'ratz' Maskill** from **Nottingham** for this juicy tip!

Punch Out



Welsh wizard **Dylan Owen** from **Bangor** has sent in these knockout codes for this jaw-breaking boxing sim. Enter **135 792 468 and leave the last number as 0**. now press [SELECT] and hold it down. Now press [A] and [B] for another world circuit. To watch the end credits enter **106 113 012** and leave the last number as 0. Press and hold [SELECT], then press [A] and [B] at the same time.

Parodius



For full power and options, pause the game, press [B], [B], [X], [X], [A], [Y], [A], [Y], [UP], [LEFT] and [START]. This can only be used once per stage.

To become invincible, pause the game, press [L], [R], [UP], [X], [RIGHT], [A], [LEFT], [Y], [DOWN], [B], [A], [Y], [A], [Y], [R] and [START]. To quit invincibility (though I see no reason to), just use the suicide command.



For three Super Bombs, pause the game, press [X], [X], [X], [B], [B], [Y], [Y], [Y], [A], [A], [A], [L], [R], and [START].

To committ Hari-Kiri or, as you say, suicide — enter the now familiar Konami command. Pause the game, press [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], [A] and [START]. Kablooey. You're dusted the same way by substituting [L] and [R] respectively for [LEFT] and [RIGHT].

And the best cheat of the lot, stage select & invincibility. At the player select screen, move the cursor to Big Viper and press [UP], [L] and [X] together and hold for fifteen seconds — the stage select screen pops up. Choose a level and press [START]. For invincibility fully powered up and fitted with all options,





Shoot-'em-ups don't get much better (or wackier) than this! Along the way you meet a pirate cat, showering penguins, sumo pigs and an octopus washing his hair!

Batman: Return of the Joker



Remember Prince's funky soundtrack to the brilliant film *Batman*. Well now you can hear all the groovy tunes to this cape crusading adventure. To access the sound test press [UP] and [RIGHT] and then [START].

Final Fight



This brilliant beat-'em-up was superb in the arcades and remains one of the best fighting games on the SNES. Unfortunately, it's let down by a lack of two-player option. If you've already got the cart, improve lastability by accessing a hidden options screen. Simply hold down [L] as you press [START]. Thanks to **David Nesbitt** from **Gwent** for this tasty titbit.



Who Framed Roger Rabbit?



Seen the film… fell in love with the cute rabbit? Oh, ermm… I thought everyone had! Well before I embarrass myself even further, check these cheats for the hand-held version courtesy of **Barry Woodyatt** from **Timperly, Cheshire**. Say hello to Frank Sidebottom for me!

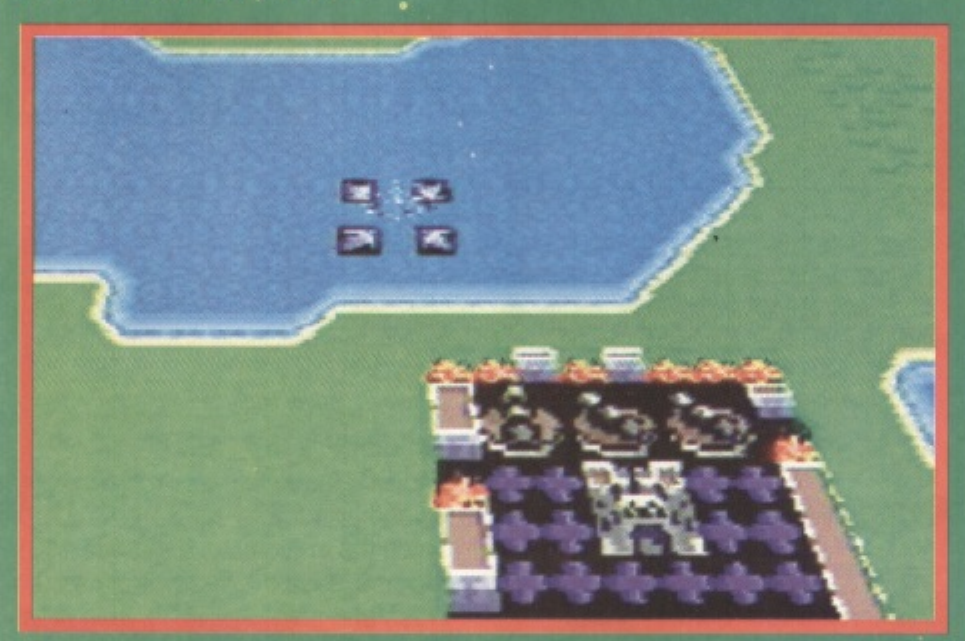
Level 1: DLT3QYB4
Level 2: GPLDMSRC
Level 3: MMCFGWXJ
Level 4: BGQTVKJP
Level 5: RTJBWN43

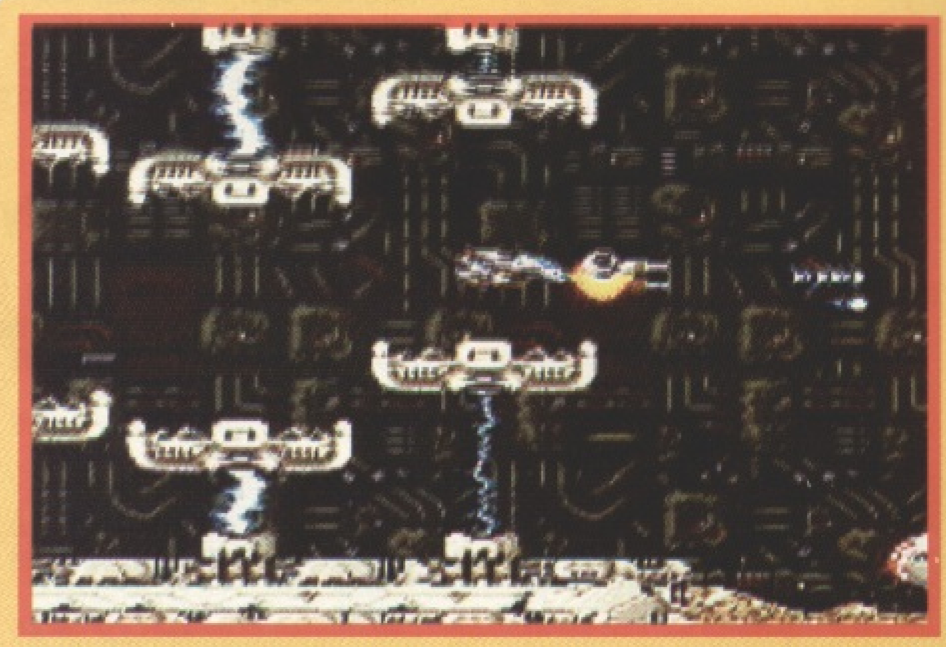
Rampart



Full marks to **Dhayal Leverett** from **Wimbish, Essex** for some speedy codes to the addictive seaside strategy sim. We reviewed the game last issue and already he's found the last level password. If you want to test your mettle on the Viking stage enter **H PPYJ Y**.

If you're lucky enough to own an action replay cartridge enter **7E0A5A03**. Ahh… so that's how you did it!





Super R-Type



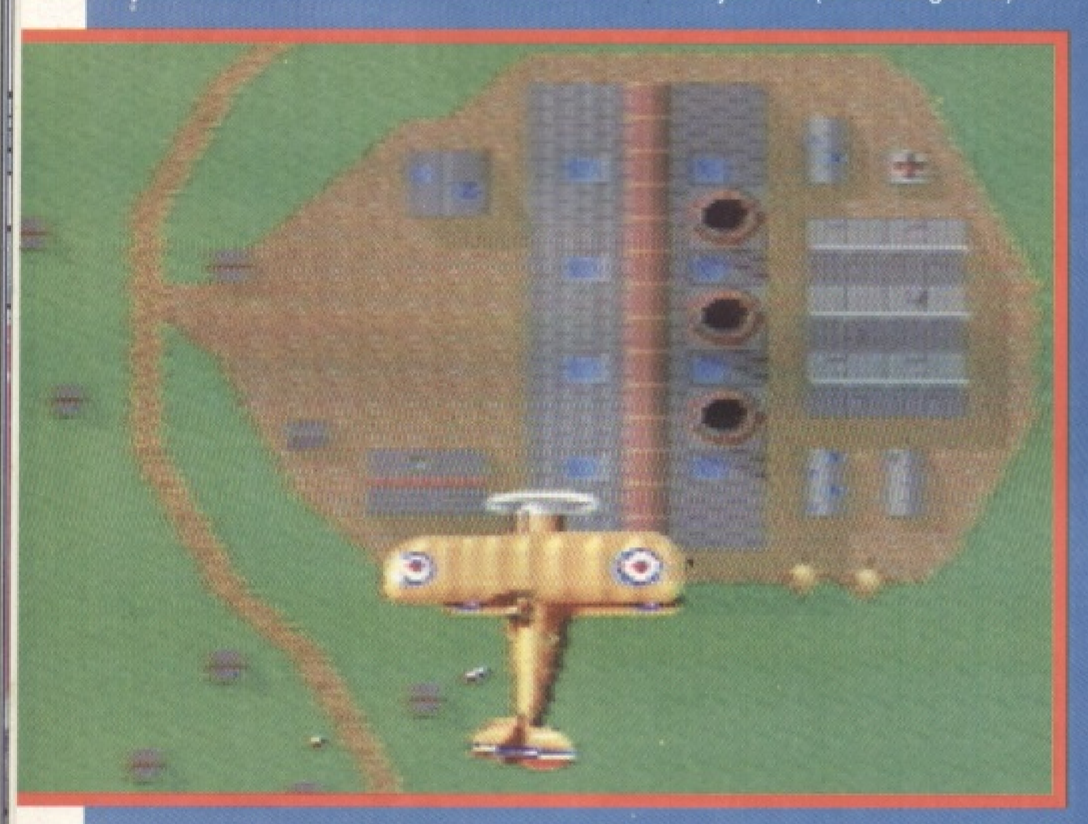
This one's a bit of an old chestnut but if anyone's new to the SNES scene and was lucky enough to get this classic shoot-'em-up in their Christmas stocking, try this handy cheat for a level select. On the title screen press [RIGHT], then [UP] nine times and then [START]. During the game press [PAUSE] and then [RIGHT], [A] and [START] all at the same time. The level number appears in the bottom left corner of the screen. Simply choose the level you want to begin on and press [START].

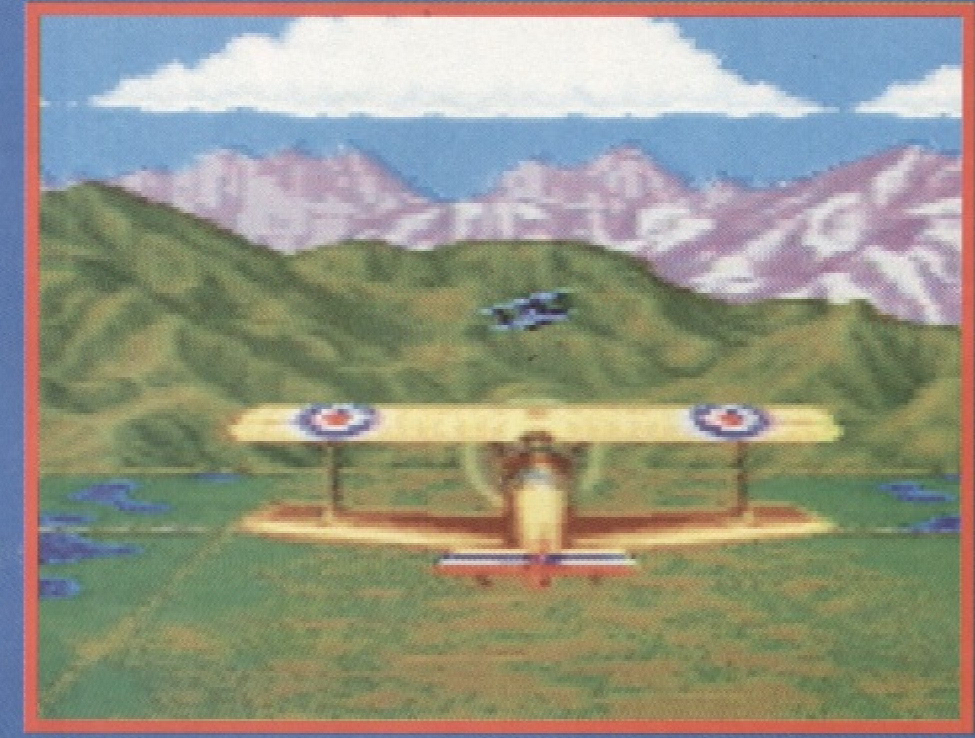
Sky Mission



If you've a passion for shooting Germans in flimsy airplanes or you love to blow them up while they're having a quiet cup of tea in their trench, then try these passwords and tips and take to the sky.

Marcel LeBlanc
FGYHMBL! nG!xF!
r5xKDJC2pf!V
HCcMJ6!brG!v!
VrBPWPBHvW! Z
T!LRLRLwBBF!B!
sYOWDcG!QBwL (Ace)
Fz!LDFY!PlL!c (Military medal)
G!YDZhlPC!!n!4G
hBWOJHj3BH!Q (Croix de guerre)





Last few codes
BwMlBk
mKCBw!G (Last Red Baron Level)

Flying tips
When following a particularly tricky foe, hold down [B] to slow down (or release to speed up) and turn vertically. This makes it easy to stay on their tail without running into them.

Bombing missions
On the bombing missions it's best to keep at high altitudes until reaching the target then hold [B] to slow down giving you enough time to bomb 'em.

Strafing
It is usually best to slow down and climb to a steady height. When you see the target, swoop down on it. To avoid the flak, move your plane up and down.

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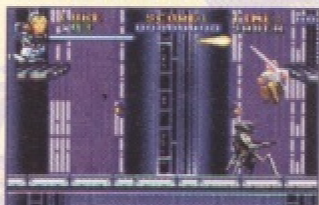
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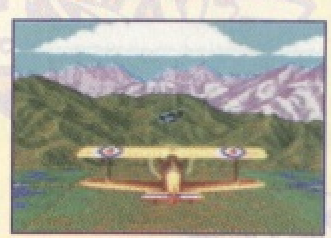


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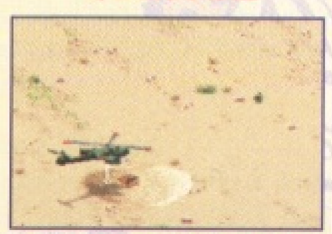
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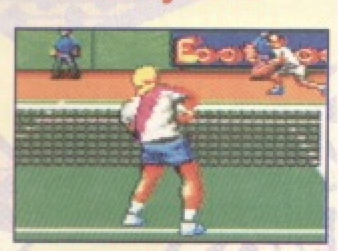
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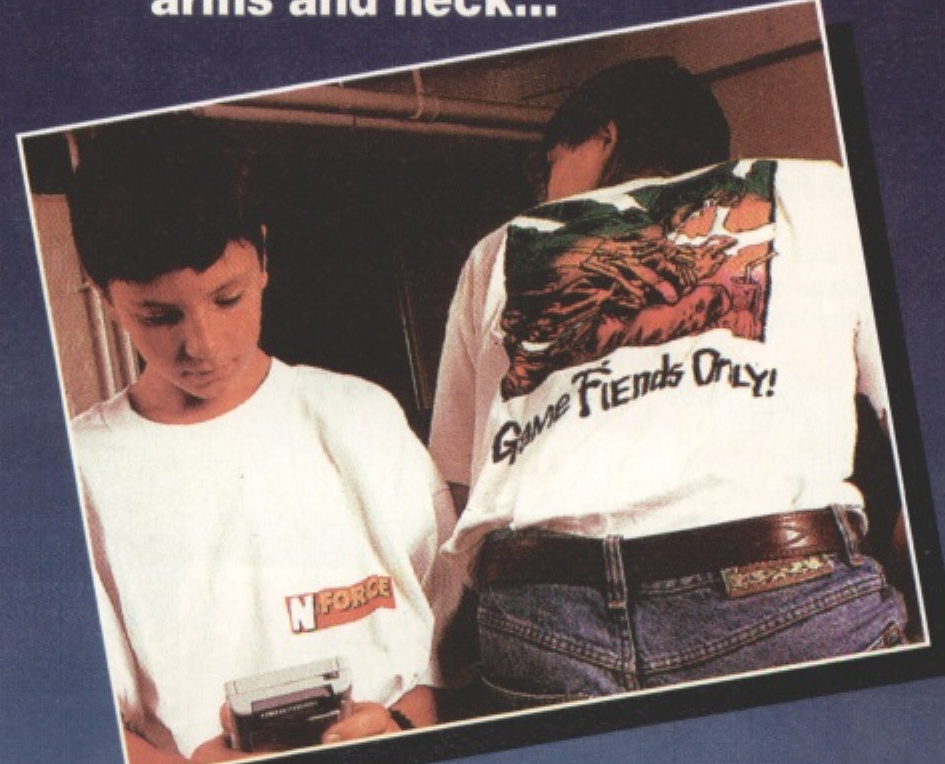
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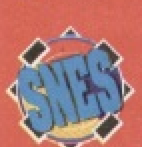
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Special thanks to Wayne Becket, Mark Wallace and the crew at Datel — the brains behind the Action Replay.

For those who have had their heads buried in the sand for the past year, the Action Replay's a nifty game-enhancing device allowing you to customise your favourite games. Fancy playing *Street Fighter II* at double speed? Or how about *Zelda* with unlimited magic energy? Just check out the codes below (and remember you can find your own codes too!)

Courtesy of the generous guys at Datel, we've got a bundle of T-shirts to give away for the senders of the most original code, plus the best of the bunch gets a cart of their choice. Remember we're looking for unusual cheats — not the usual unlimited lives or energy. So what are you waiting for — get cracking those games!

Super Adventure Island

7E030D05 Infinite lives
7E0D6C20 Unlimited energy. Turn off the Action Replay for a few seconds at the end of level for bonus

Faceball 2000

7E0BD103	Infinite lives
7E035201	Next tag opens exit regardless of how many tags made so far
7E03CEXX	Where XX is a level number, this is a level select. Must switch off Action Replay after level has been reached

Hole In One Golf

7E10A102	You get a hole in one every time



Final Fantasy 2

7E200803	Loads of hit points for Player One
7E208803	Loads of hit points for Player Two



The Legend Of Zelda

7EF36D50	Invincible ten hearts
7EF36E80	Unlimited magic energy
7EF37746	Unlimited 70 arrows
7EF34332	Unlimited 50 bombs



Street Fighter II

7E0C6001	Speed Fighter! Speeds the game up to double speed
7E0CB200	Allows all special moves for Player One to be done in mid-air
7E0EB200	Allows all special moves for Player Two to be done in mid-air
7E0CD002	Player One only needs one win to go through to the next round
7E0ED002	Player Two only needs one win to go through to the next round
7E0ED10X	Player one can play any enemy all the way through the game.

Using the numbers 0-9 and AB for X selects the appropriate bad guy

7E0CD10X	Same as above for Player Two



Super Double Dragon

7E00DC02 Unlimited lives. When you leave Action Replay the screen corrupts for a few seconds — don't worry, it hasn't crashed!



Ult



The Cheshire boys have taken these tips page by storm this month. Another top tipster from the county of kings has sent in a handy players' guide to this futuristic beat-'em-up.

■ Stage 1: Gudis
Do an ultra-high jump then press [A] to drop on your opponent, Repeat this devastating combo, or get in close for an ultra-kick.

■ Stage 2: Bogun
Use the ultra-jump and kick combo as before. Pretty soon he'll be wishing he never met you!

■ Stage 3 and 4: Degola and Barrangas
These guys are pretty similar in their attack methods. Use the same combo again. When Degola does his rolling attack do an ultra-spin kick.

■ Stage 5: Gudis II
Do two ultra-high jumps and then [A] twice to make him see stars. While he's recovering, follow up with an ultra-kick.



raman



■ **Stage 6: Zebokton**
When he charges at you, use an ultra kick to catch him off-guard. Move towards him and use an ultra-high kick, [A] and then retreat. Repeat this slow but steady process, keeping a careful eye out for his charge attack.



■ **Stage 7: Majoba**
Whatever you do, don't use the ultra-high kick — you'll be dead before you know it! Wait until he jumps over you, then turn around and kick him where it hurts!

■ **Stage 8: Kodalar**
Stay close to him, jumping to avoid his fire. Persevere with the trusty ultra-high jump attack until he crumbles before you!

■ **Stage 9: Kilazee**
Attack this evil dude in a similar way to Majaba. Let him come to you, when he's within range, give him an ultra-kick where it counts. Use the ultra-backflip to dodge fire. Continue this process, making sure you don't use the ultra-high jump attack.

If you come close to dying, use your L4 burning plasma to take loads of energy off your opponent. This works especially well on Zebokon, Majaba, and Kilazee.

To enter an option mode, press and hold [SELECT] on the title screen. Good luck, the rest is up to you!



Super Mario Bros

Heard all the hype about the warp whistles? Haven't got a clue what people are on about? **Andrew Howes** from **Gloucester** explains the mystery and tells you where to find these wondrous objects.

The first is on World One, Level Three — at the five coloured blocks just before the end, stand on the middle block. Push [DOWN] to enter the block, now run towards the end quickly — you go behind a black part. A room appears before you, enter it, open the chest to get the whistle.

To get the second, go to the mini-fortress in World One. Go towards the two rota-discs by the doorway to fight Boom Boom, fly up and keep pressing [RIGHT]. Go up onto the ledge and run along it — you can't see Mario any-more! Keep running until you can go no further then push [UP] — you enter another room. Open the chest as before and you've got the second.

The third is very difficult indeed! Go to World Two, Level Four and get the hammer from the Hammer brother. Go to the top right of the level and smash the block with the hammer — the Hammer brothers appear spitting fire! Defeat them and the whistle is yours!

The quickest way to warp to World Eight is to use one warp whistle in Level Two and warp in the Warp Zone. Don't warp once inside Level Eight or else you're taken back to the beginning!

Gargoyle's Quest



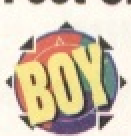
This tough game caused Nick all kinds of problems. He was paying it for ages and couldn't make it past Level Four. But never one to let a game get the better of him, he persevered and discovered a cheeky trick to solve his problems. If you're finding it tough going enter **KKKK KKKK** to get the final level.

Gradius



To get rapid fire, collect six capsules and the indicator shows a question mark. Take a seventh capsule when the fourth digit from the right of your score is zero.

TMNT: Fall Of The Foot Clan



When it comes to portable beat-'em-ups this ranks alongside the best of them. If you're having problems locating the three bonus rooms here's a crafty way to save time and effort.

To play any of the three bonus games at your leisure, go to the stage select screen and press [A] and [B] together. A question mark appears in the menu. Select it, press [START] and hey presto!

Now isn't that much less hassle! Thanks to pizza-munching pepperoni breath **Simon Mannion** from **Arbroath** for this top tip.

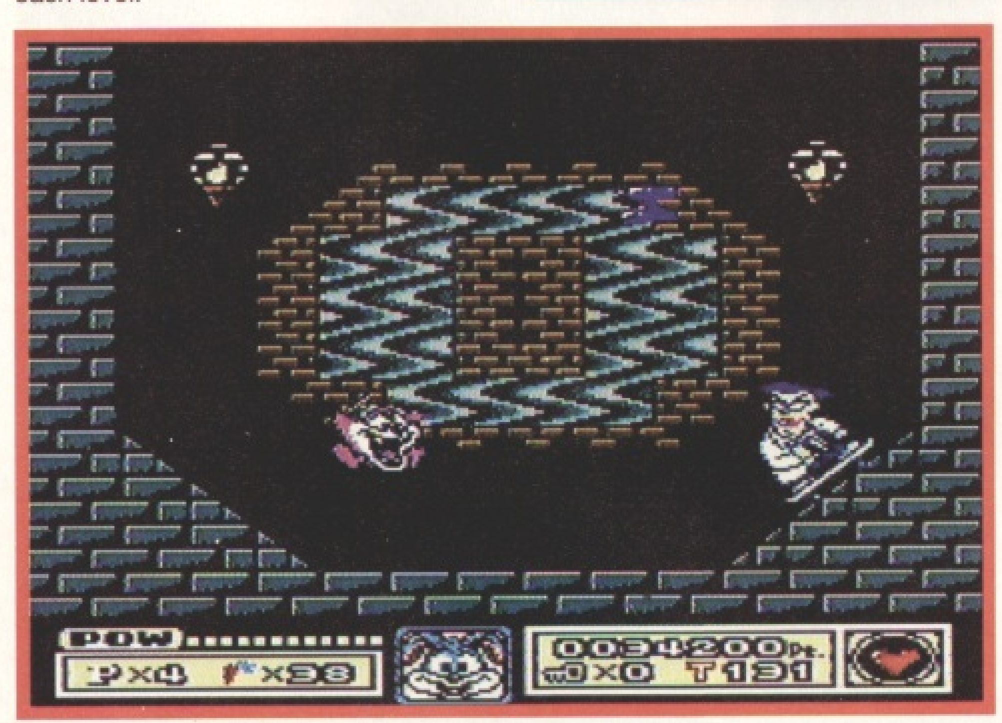


Tiny Toon Adventures

Those cute and cuddly characters from Toon Town are right menaces on the NES. Leaping and bounding around not knowing where to go or what to do. They need NICK to sort them out with some friendly advice.

Platform adventures all look simple to play and complete but sit down to conquer the challenge and it's a different story. One slip from a greasy ladder or jump in the wrong direction and it's the final curtain for these lovable folk.

The key to survival in *Tiny Toons Adventures* is knowing the abilities of each character and the best to use on each level.

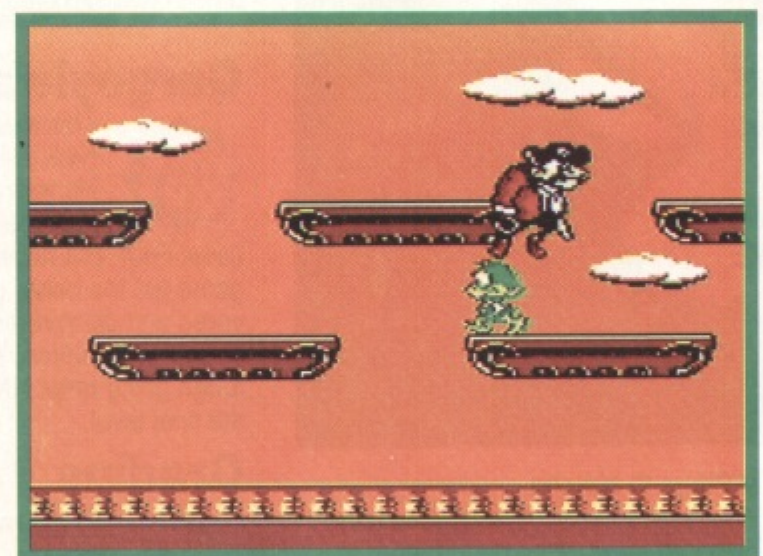


■ **Level 1: Field of Screamz**
Use Dizzy Devil as he easily knocks off Arnold the Pit Bull with one spin.

Boss: Dr Gene Splicer — zips around on a skateboard throwing anvils. Three bounces on his head pops him off.

■ **Level 2: Motion Ocean**
Use Plucky Duck, the star swimmer, but avoid the water intakes as it's easy to get sucked in! Press jump repeatedly to swim away.

Boss: Captain Claw — bounce on his head three times but beware, he throws barrels of rum to try and squash you!



■ **Level 3: Sure Weird Forest**
Dizzy Devil's best here as he spins through hidden paths. Avoid spinning hedgehogs — they're deadly!

Boss: Fido — stand on one side of the ravine and simply jump when this dude falls through the holes. Three bounces again!

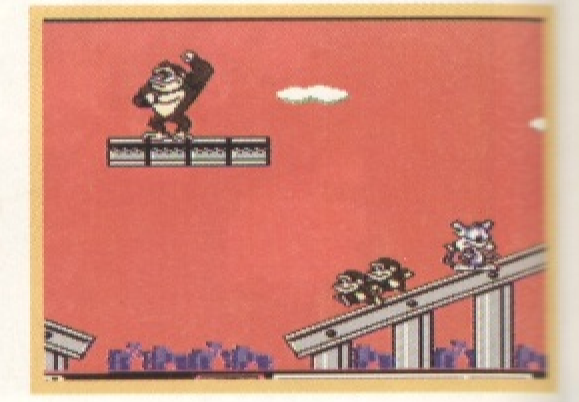


■ **Level 4: Boomtown**
Furrball is best — he's the king of the alleys! There's a secret power-up at the end of the stage reached by climbing the walls.

Boss: Greasy Gorilla — bonk small gorillas until all the platforms holding Mr Big have disappeared.

■ **Level 5: Wackyland**
Use Plucky Ducky as he flies over tricky bits. Collect all Gogo Dodos as they have hidden keys.

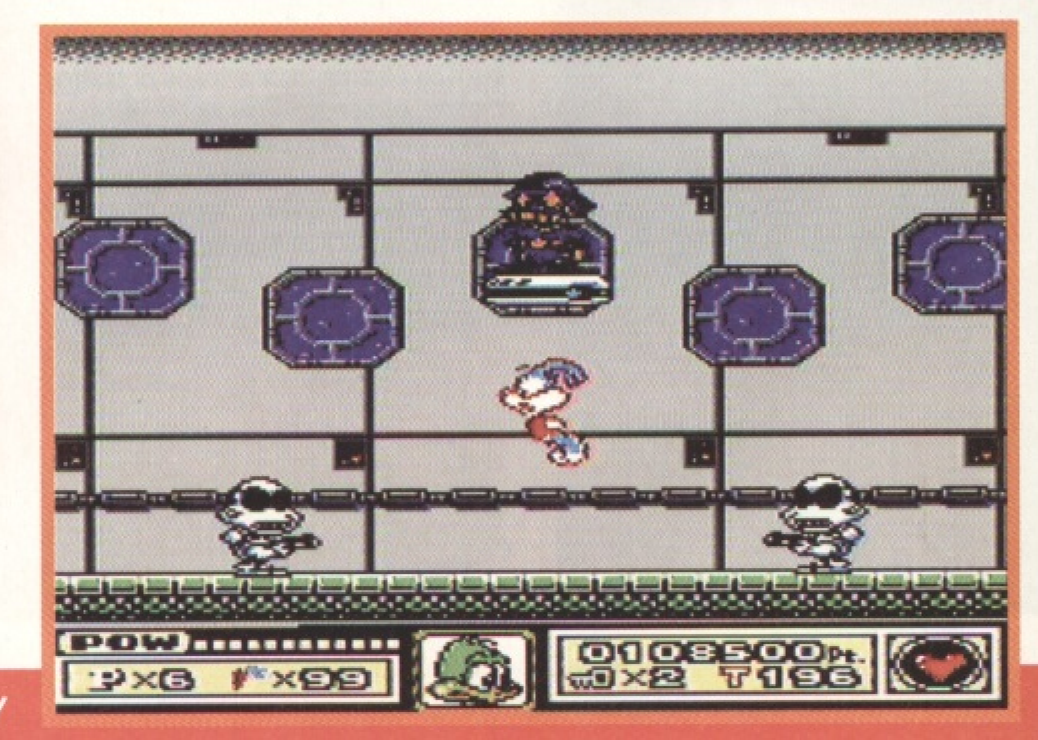
Boss: Space Dude — he crops up all over the game and gives three extra lives if splattered. Bounce off robots to reach him.

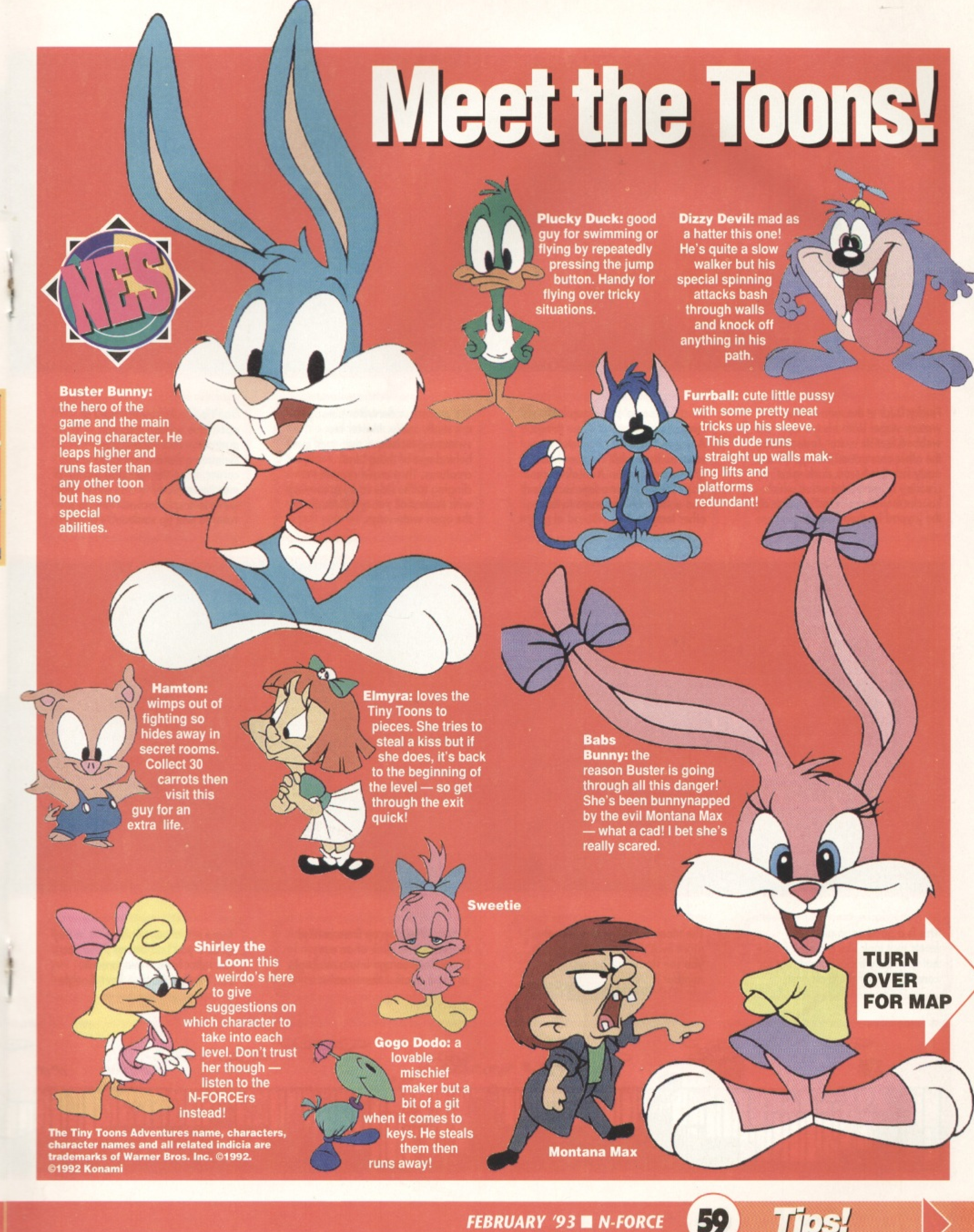


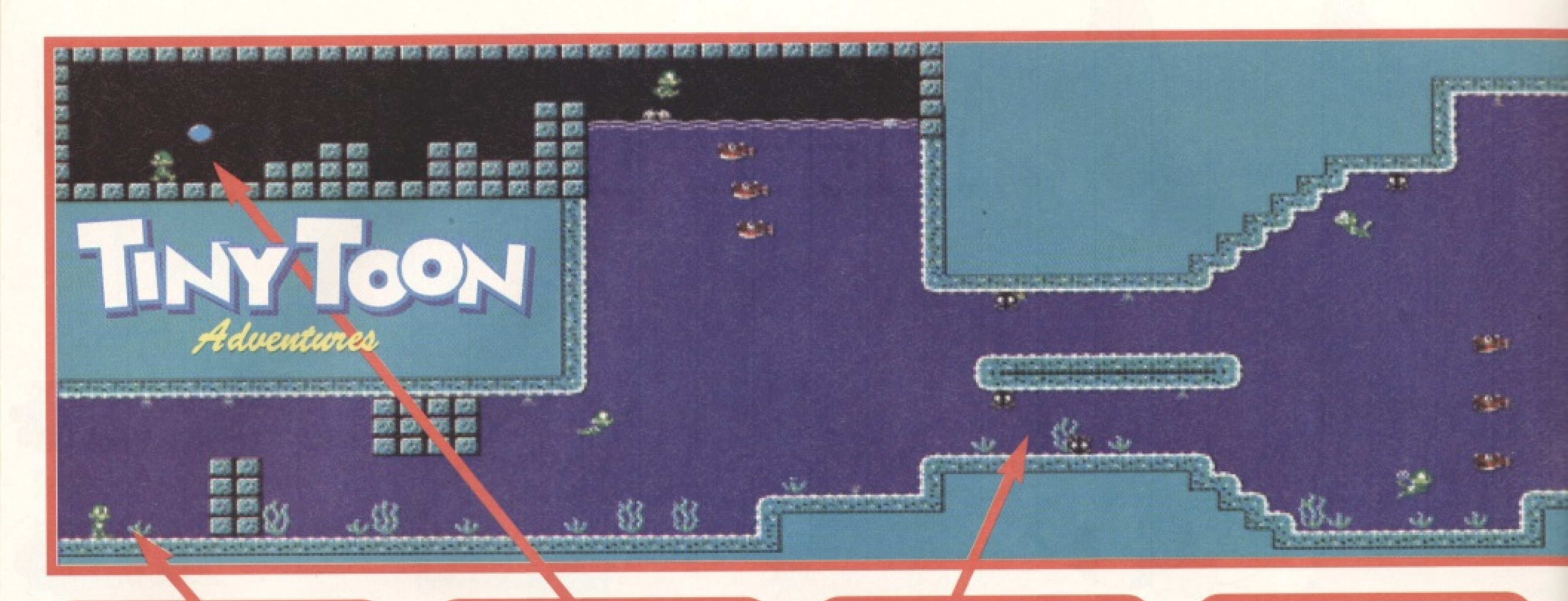
■ **Level 6: Monty's Mansion**
The last frontier and a flippin' hard level! Slide underneath spikes and bop all guards. Don't get upset if you can't complete this one easily — we couldn't eighter and we're the experts!

Boss: Montana Max — the dreaded kidnapper of Babs Bunny. He's locked her away in a distant room of the mansion. Go get him to rescue your girlfriend, and give the git one from us as well-!






Meet the Toons!
NES
Buster Bunny: the hero of the game and the main playing character. He leaps higher and runs faster than any other toon but has no special abilities.
Plucky Duck: good guy for swimming or flying by repeatedly pressing the jump button. Handy for flying over tricky situations.
Dizzy Devil: mad as a hatter this one! He's quite a slow walker but his special spinning attacks bash through walls and knock off anything in his path.
Furrball: cute little pussy with some pretty neat tricks up his sleeve. This dude runs straight up walls making lifts and platforms redundant!
Hamton: wimps out of fighting so hides away in secret rooms. Collect 30 carrots then visit this guy for an extra life.
Elmyra: loves the Tiny Toons to pieces. She tries to steal a kiss but if she does, it's back to the beginning of the level — so get through the exit quick!
Babs Bunny: the reason Buster is going through all this danger! She's been bunnynapped by the evil Montana Max — what a cad! I bet she's really scared.
Sweetie
Shirley the Loon: this weirdo's here to give suggestions on which character to take into each level. Don't trust her though — listen to the N-FORCErs instead!
Gogo Dodo: a lovable mischief maker but a bit of a git when it comes to keys. He steals them then runs away!
Montana Max
TURN OVER FOR MAP
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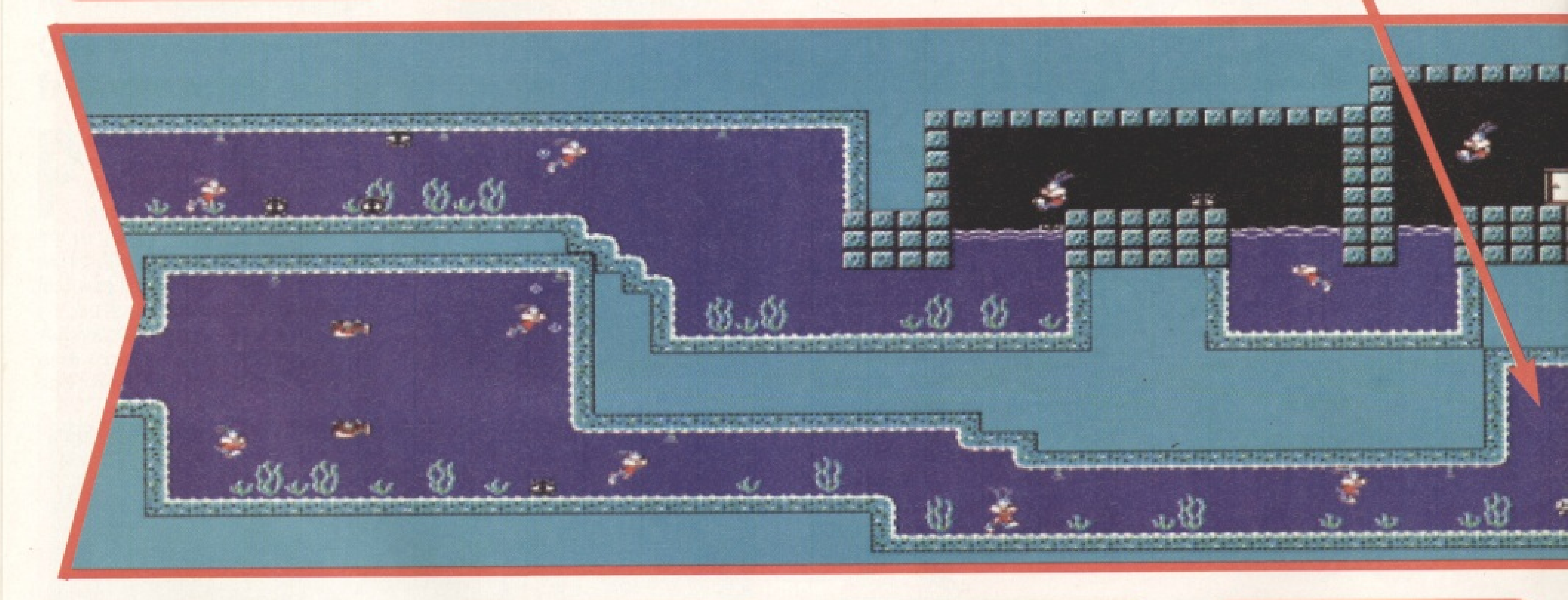


Plucky Duck is the man for this watery stage. With his trendy webbed feet he swims faster than the other characters. To bop off a nasty fish this heroic duck spins creating a small tidal wave which knocks their fins off. With a flick of the joypad he then swims by.

Bursting special power-up balloons leaves behind one of three things. A heart makes the character immune to one hit, another heart gives an extra life. A small clock stops the timer for a few seconds and a star bubble swops to the other toon!

The narrow underwater passages are really tricky. Master the swimming technique then tuck in behind one of these black creatures. They crawl around clinging to the side so keep moving with them until you get through to the open waterways.

Don't be fooled by the sight of open blue spaces! You can guarantee that some nasty swimming fiend is just around the corner. Keep the spinning power at maximum ready to dish out a tidal wave in a split second. You don't want to end up someone's dinner!

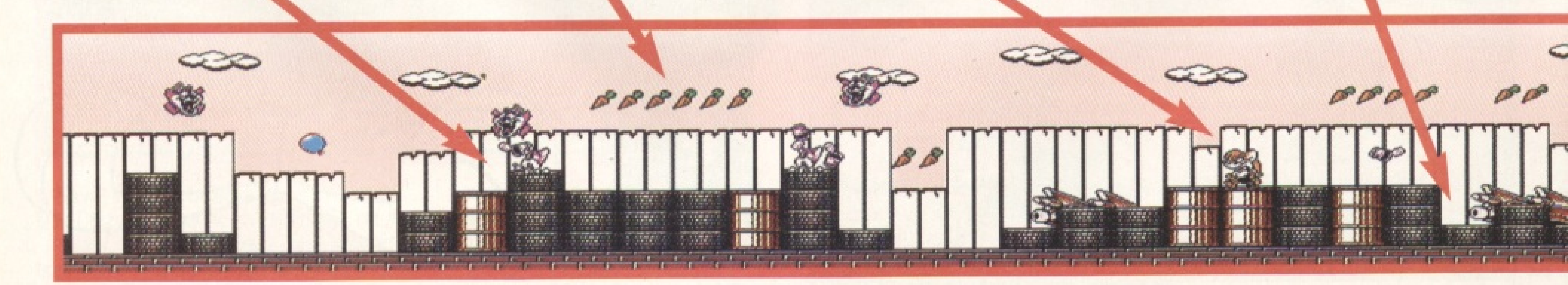


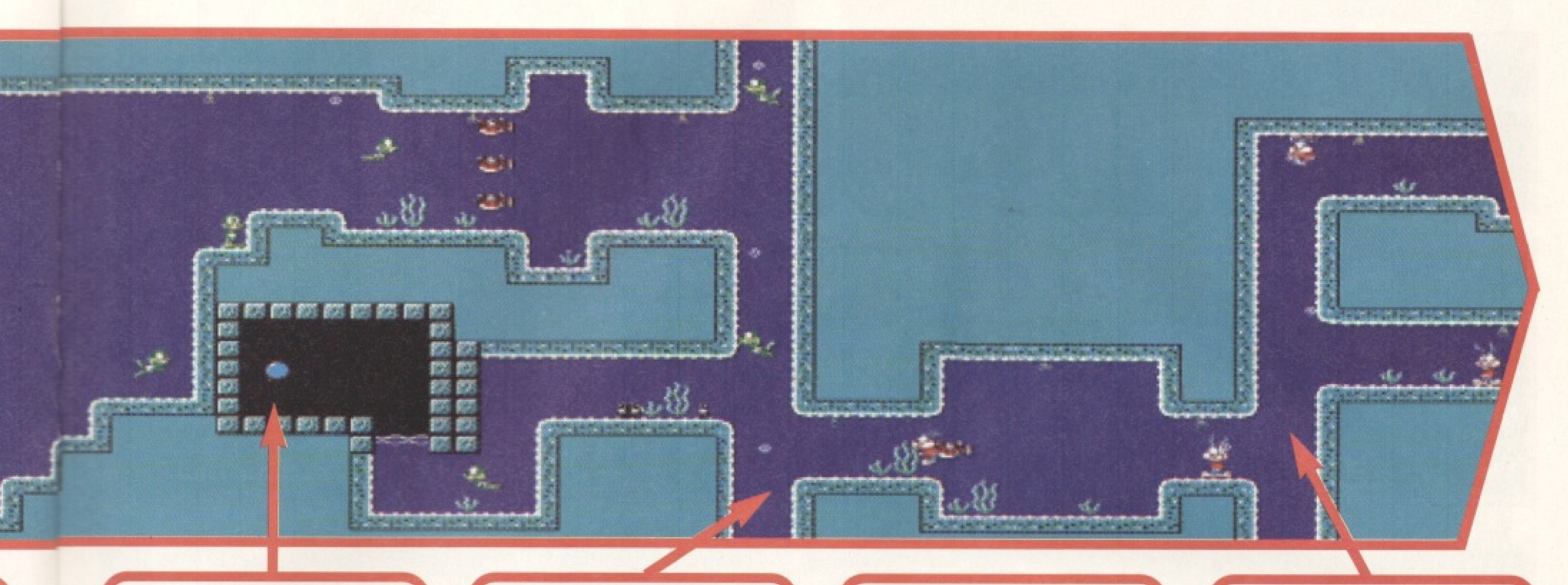
This is a good example of the levels that look like a piece of cake but are really tricky. Watch out for cans thrown by the crafty cat.

The more carrots you collect, the more lives you can pick up when you see Hamton. The maximum number is 99.

Vicious mice pop up from behind the fence in a blink of an eye. Dizzy Devil can go into a mad spin so use it against these canines.

There are always safe spots in any level. If you find one of these you can relax for a while to think. Don't forget the time limit though.



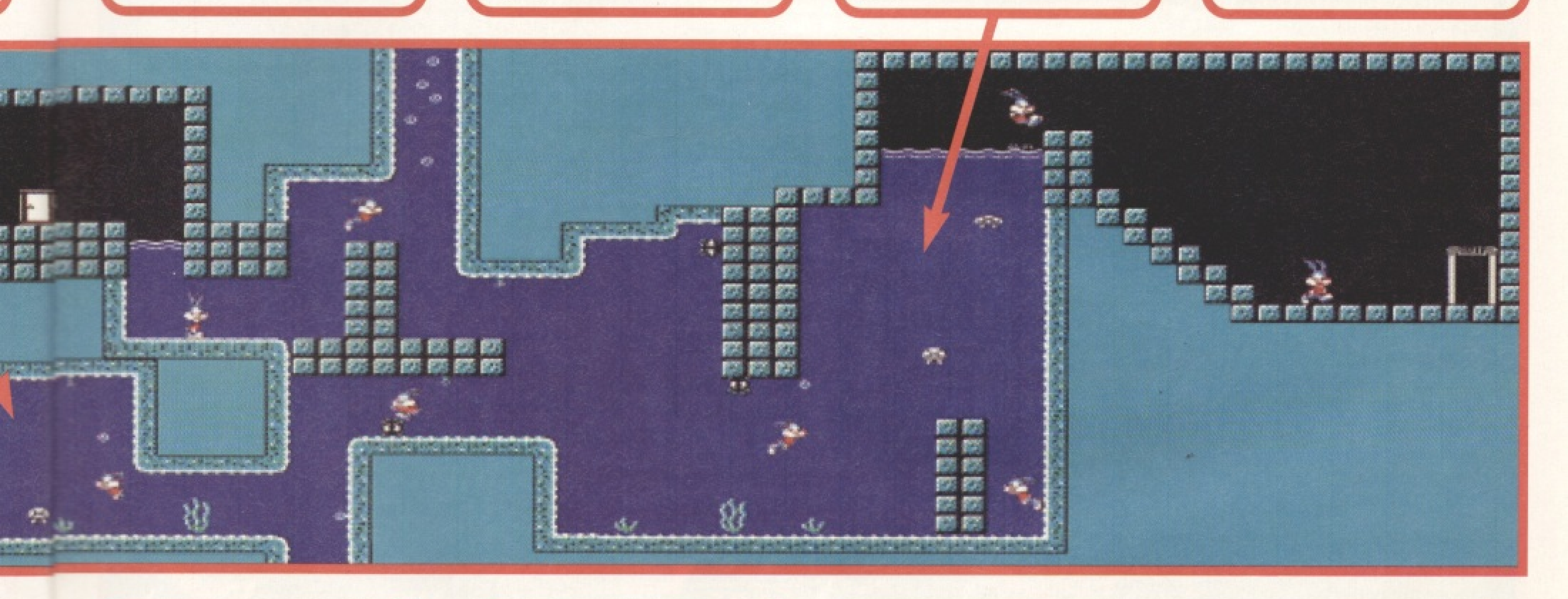


Most of the power-ups are hidden away in tiny nooks and crannies. Do some exploring before you exit to find something special.
This one has a swopping balloon inside it. This turns Plucky Duck back into Buster Bunny — but rabbits can't swim!

Watch out for the water intakes at the top and bottom of the stage. They blow the character all over the place, forcing them to go where they don't want.
If you start to be sucked in, repeatedly press the swim button to pull yourself out.

These two squid move up and down in a set pattern. Watch them for a while until you understand their movements then dart between them, over the blocks and down to the exit. Simple eh? Nope! Specially when you're a rabbit trying to breathe underwater!

There are two routes to take to the exit in this game. The bottom one goes through lots of fish and deadly squid. The top route has similar perils but leads to a bonus room with Hamton the pig. He gives extra lives for every 30 carrots collected!

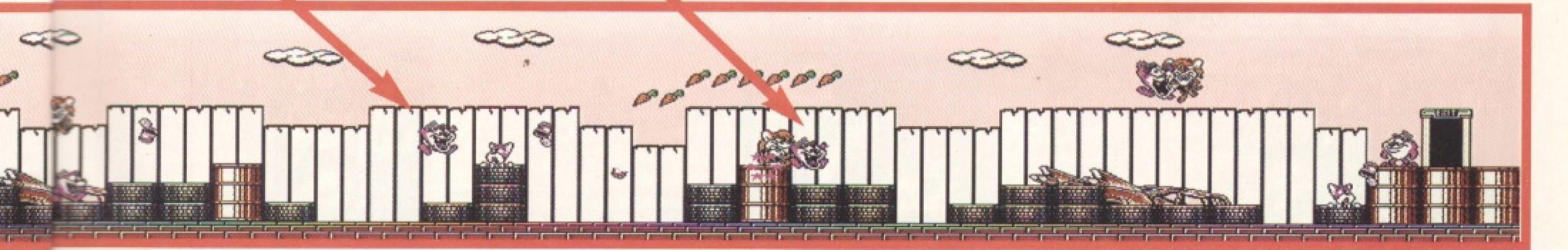


If you can't use the character's special powers to kill off an enemy you can always bounce on their heads. Squash those pussies!

Another good way of getting out of danger is running away! It may sound like the wimp's way out but often saves precious lives.

Toon in to your Game Genie!

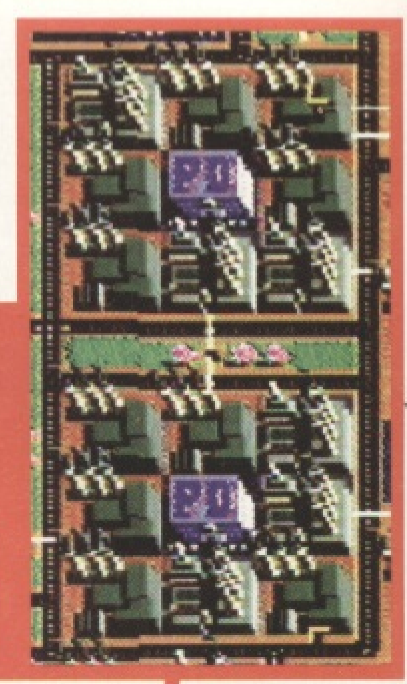
SZNOVNZK:	Infinite Continues:
SZOOSVVK:	Infinite Energy
IEEKXYPA:	Start on Level 2:
ZEEKXYPE:	Start on Level 3:
YEEKXYPE:	Start on Level 4:
GOEKXYPE:	Start on Level 5:

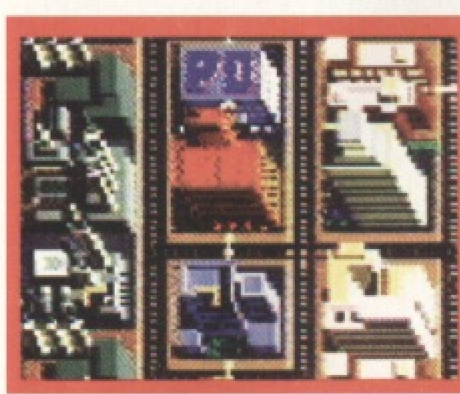




Sim City



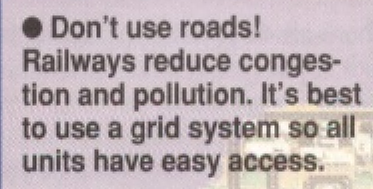




No one likes to live next to industrial sites because of pollution. A handy tip is to use this land for fire stations and police departments — commercial zones also grow pretty well here.

Residential areas grow fastest when a police dept is built in the middle — you're also more likely to get hospitals.

Crime rates are highest in industrial areas so build plenty of police stations. If you don't citizens complain.



● Don't use roads! Railways reduce congestion and pollution. It's best to use a grid system so all units have easy access.

● Always use the donut principle. Build in blocks of three by three with a fire station or police department in the middle.

● Keep industrial areas away from residential zones wherever possible. The perfect place is along either coast. Park land around heavy industrial areas helps reduce pollution and raises land values.

● Place gifts in the appropriate sectors — zoos, parks and libraries in residential zones, build banks, windmills and airports near commercial zones and expos in industrial areas

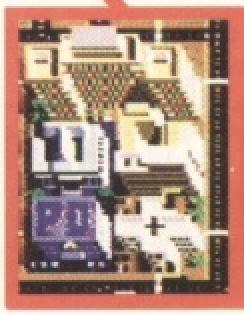
● Keep tax rates down. A fair rate is 7% but the lower the better — Commercial zones help boost finances and careful positioning of rail, fire and police services avoids unnecessary spending.



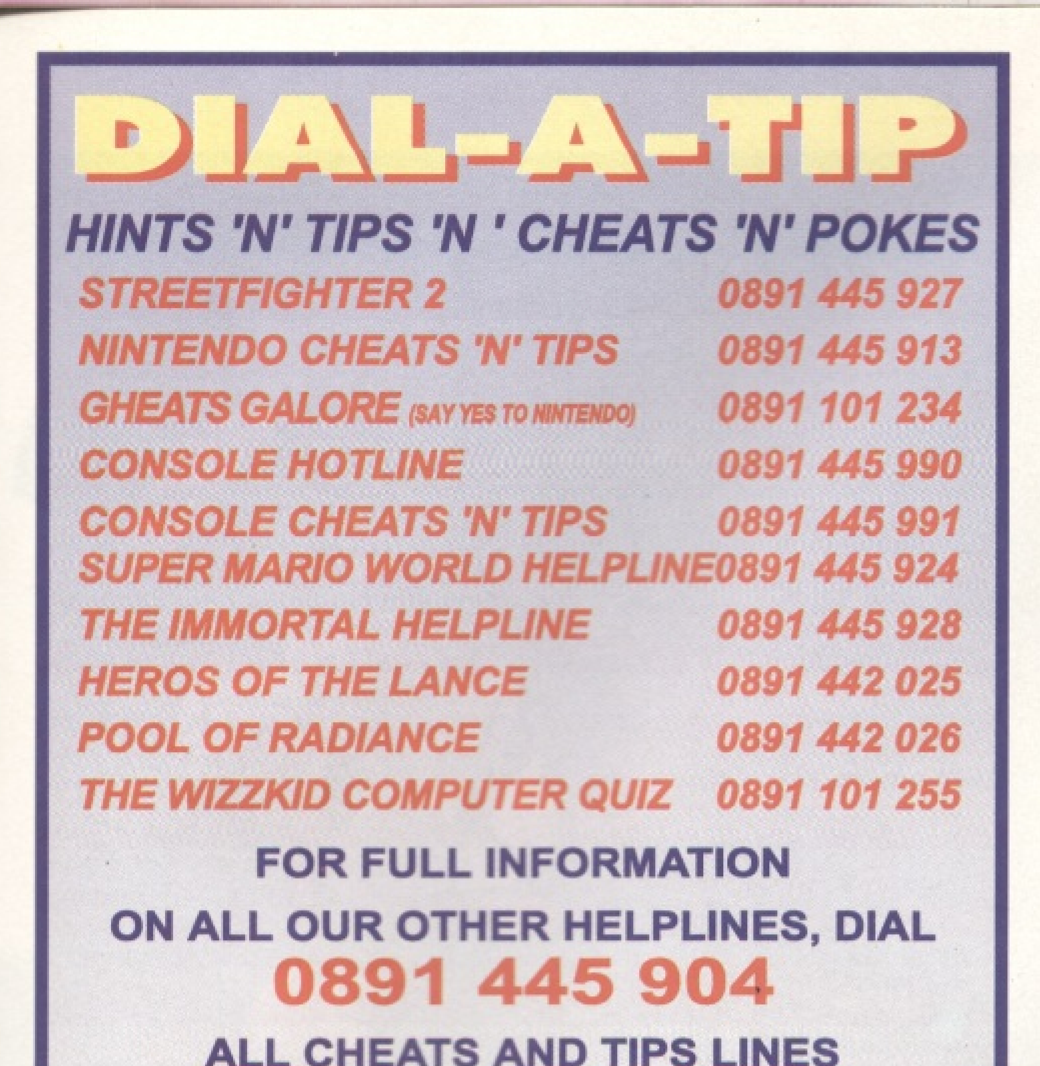
Note the residential development in this zone. Build a park and a stadium, get a hospital, a fire station and a police dept and people are gagging to move in!



Island communities are very popular — build two residential and a commercial zone, link them to mainland by rail, hook them up to the power grid and the folks flood in.



Placing libraries in the centre of residential areas works a treat — just look at the size of that penthouse building!


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Duck Tales



It seems this cute and cuddly platform adventure has been causing quite a few problems. No need to worry anymore though, cos an anonymous tipster has written in with a complete solution — but in their haste forget to include their name and address! Whoever you are, give me a call so I can send your T-shirt!

The Moon
Go right until you come to a chain, climb it and the one above. Now go left, keeping a careful eye out for the electricity bulbs and climb the rope at the end. Continue left, killing the alien and grabbing the UFO key. Go back down the rope and right, climb down the next chain and go right, up the next chain and left.

Take the remote control and go all the way back to the surface of the moon. Go right past the two aliens and the moving block until Gizmo duck arrives. He blows up the wall and it becomes a chain. Climb down it and go left to meet the guardian.

Transylvania
Walk right, past Webby and up the rope. Go left to see Huey held captive. Pick up the red block and throw it at the Beagle, rescue Huey and continue right through the tunnel in the wall until a coffin blocks the route.

Jump on top of the coffin and walk *through* the wall. There's a secret room inside with a goody. Grab it, go back through the wall and up the rope near by.

Now go right, kill the mummy and return back through the wall again — two mirrors appear in the secret room. Walk into the right mirror to be transported to an underground tunnel. Proceed left to meet the boss.

African Mines
Walk right to be transported to Transylvania for a key. Continue right until you come to a mirror. Jump into it, get the key, go out through the other mirror and go back to the mines. Walk right again and go down the chain.

Go left through the illusion wall and get the scrooge doll. Go back through the wall and right through the tunnel in the wall for some goodies from Beetly.

Walk right onto the end ledge and pogo-jump across the hole (bounce off the frogs' heads). Grab the treasure on the other side, climb down the chain and continue left to meet the boss.

The Himalayas
Go right as far as the rope, climb down pulling left, then go left until a hole in the ceiling appears. Pogo-jump into the left side of the hole and continue walking left and climb the rope — an ice cube appears on the left. Pogo-jump onto it for an extra life.

Go to the blocks on other side of the screen and walk into them until you see the tail waggling — now jump and hit the block! After a couple of attempts a hole appears to squeeze through. Grab the goodies and go back down the rope. Continue left, climb the rope, jump into the gap, go up the rope again and stop at the top — a robber appears on the left.

Jump on his head and then onto the ceiling on the left. Hit the block, grab the chest and go back to the rope. Continue right dodging the holes to meet the boss.

The Amazon
Walk right, grab the goodies and continue as far as the cabin with the vine. Go down and hit the red block at the statue. Jump onto the statue and up to the ceiling — walk left to a secret room filled with goodies.

Go back to ground level and proceed right — climb the fourth vine for more treasure. Climb down the fifth vine, jump to the right corner to find a diamond.

Go back down the steps and left for an extra life. Return to the vine, climb to the top then walk left to find a helicopter — jump onto the rope to be transported to the other side.

Go left as far as the duck-eating plants and jump on the path floating in the sky. Climb the vine at the other side to find Launch Pad — speak to him but don't get a lift home.

Jump onto the ceiling, walk left, grab the goodies then go back. Go down the vine and right, jump the rope, grab the goodies and return left. Keep going left to find the boss.

Sounds easy enough doesn't it? So whatcha waiting for — get playing! And don't forget to turn the volume right up to blast out that brilliant theme tune!



Golf



Putting peeing you off? Feel like snapping your sand wedge and ditching your driver? Want to sell your clubs and take up macrame instead? Don't despair, here's the perfect remedy to get you back in the swing of things. **Dylan Owen** is back again with a guide to club selection and distances for this groovy ball and stick game.

Club	On fairway	In bunker
1W	262	131
3W	240	120
4W	230	115
1I	213	106
3I	191	95
4I	180	90
5I	170	85
6I	159	80
7I	142	71
8I	126	63
9I	104	55
PW	87	44
SW	66	33
PT	33	16



Special award of the month goes to **Nicholas Jones** from **Warwick** who stayed up all night to put together a monster pile of tips and cheats. Thanks a lot Nick, an ultra-cool N-FORCE T-shirt is on the way.

The Addams Family



If you're having problems getting points and lives go inside the toy box , walk into the wall and jump at the same time. You land on some moving platforms in a room filled with coins — collect as many as you like!

Skate or Die



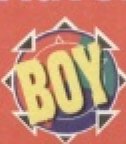
Get your board and head for the half-pipe to do some handplants and ariels. Make sure you wear pads — you don't want to damage your bearings!
You gotta be tough to be a skater, long blonde hair, baseball cap on backwards, gorgeous babe on your arm. If you want to gain some serious street cred, try these cool codes.
MTGP
PVFS
BXhn
GFtQ
JZWe

Dynablaster



This highly explosive hand held game is a blast in two-player mode but get's pretty difficult when you're playing solo. To make life easier use these codes.
LLWrLWCW
B?1rL1CW
44PP4P4P

Adventure Island

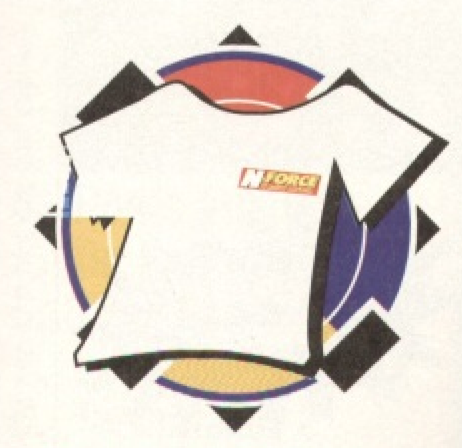


This really fruity platform adventure can get a bit tricky after a while. To get a level select go to the title screen and enter [UP], [DOWN], [UP], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT] [A], [B], [A], [B]. Now that's handy!

Super Mario Bros 3



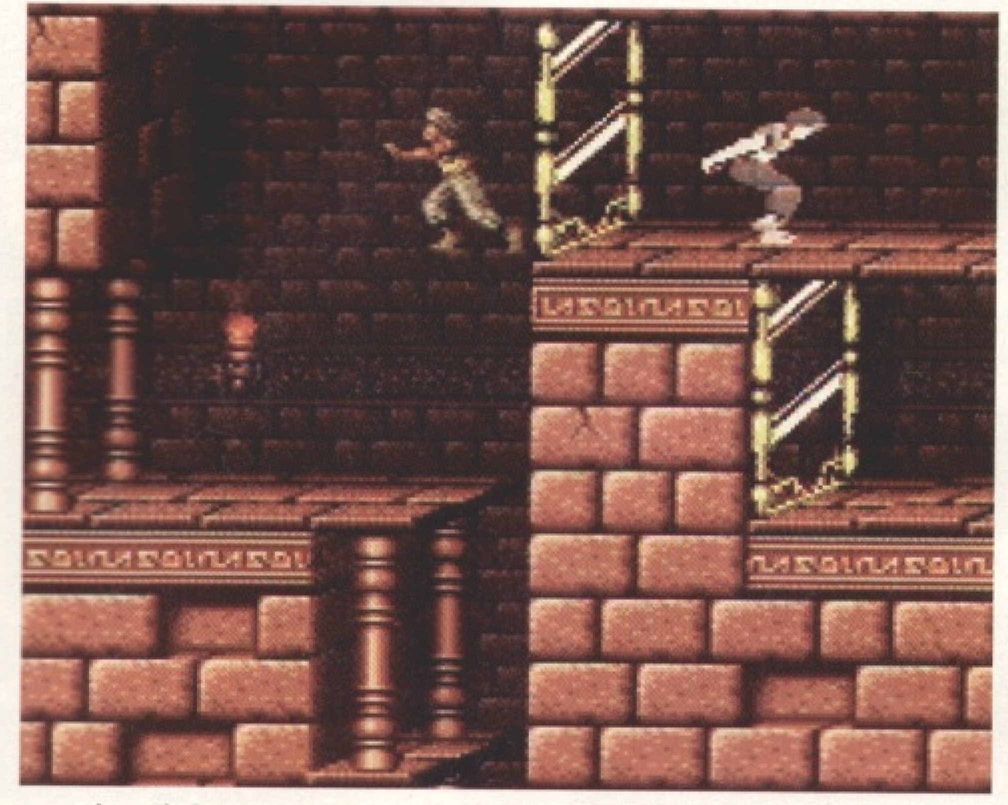
If you're good enough to complete this brilliant platform adventure try this little cheat to make the game more interesting. Finish the game and go to the title screen and press [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT] [B], [A] and [START]. You begin with a cool 28 magic wings — now let's see if you can do it again!



Prince of Persia



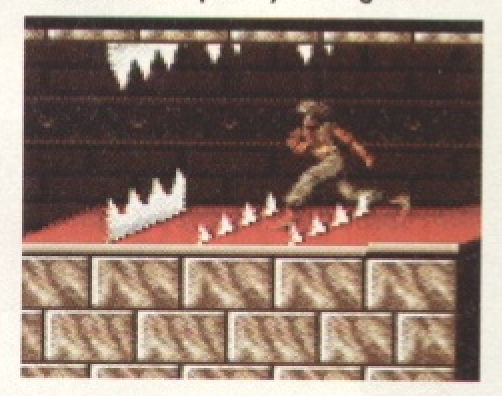
A special mention goes to **John Holmes** from **Newport, Gwent** who phoned in with this cheat for a sound test. This is very tricky to do but it does work so be patient. Pause the game and unplug Joypad One from the left port. Plug it back in to hear all 11 tunes — try it a few times as it seems to work randomly.

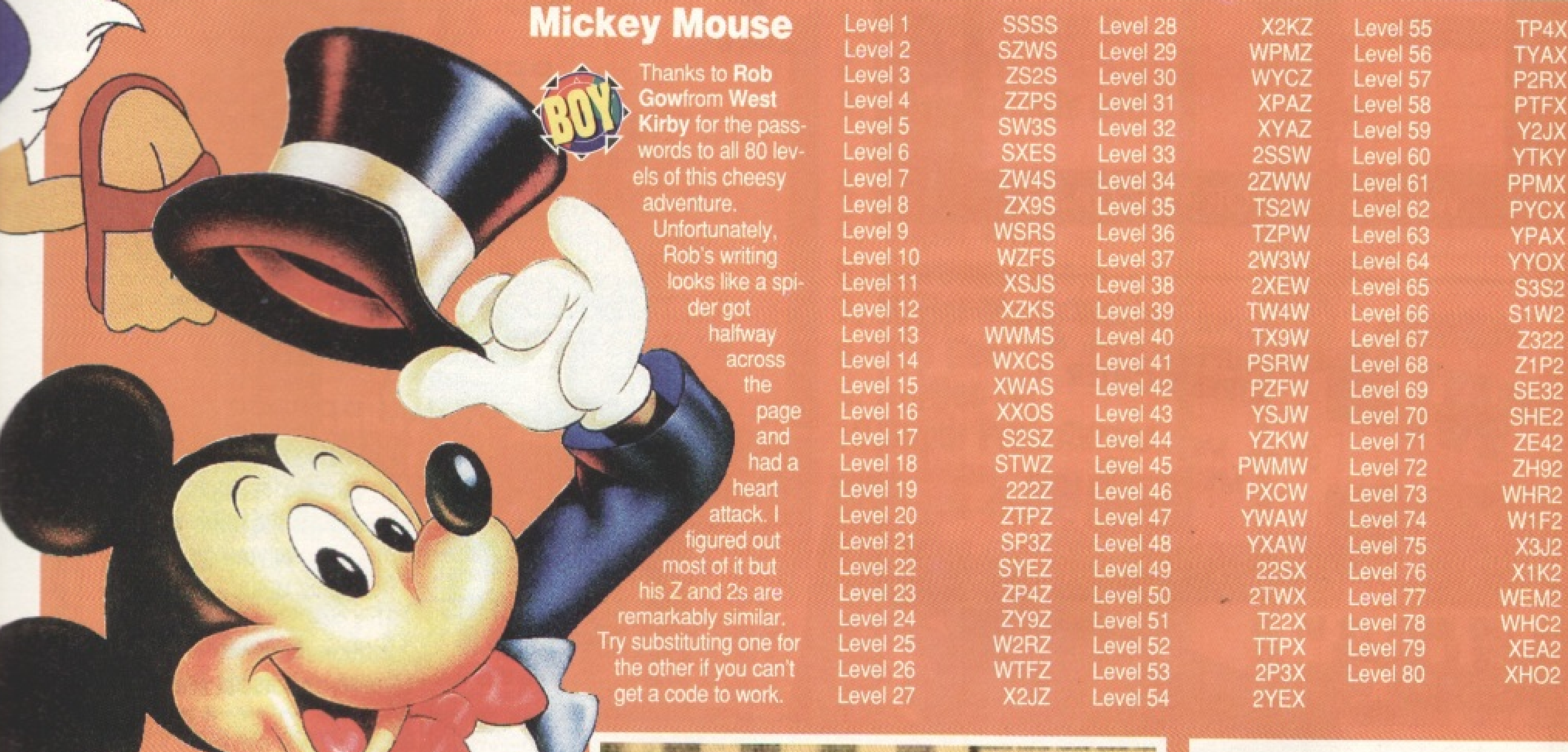


Jump through the mirror and the prince develops a split personality. The mirror image stays behind while he continues the adventure.



Leap across the gigantic gap and grab the ledge. Now watch out as the dude on the left stomps on your fingers!

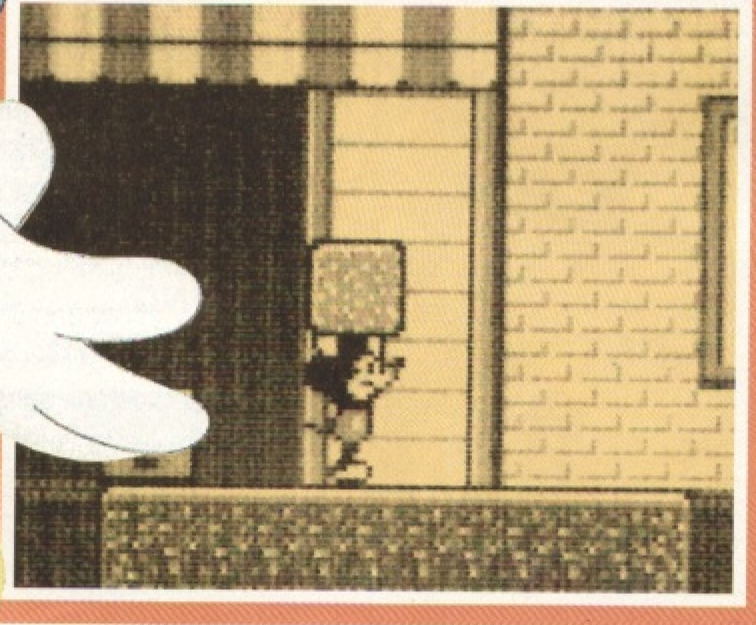




Mickey Mouse

Thanks to **Rob Gow**from **West Kirby** for the passwords to all 80 levels of this cheesy adventure. Unfortunately, Rob's writing looks like a spider got halfway across the page and had a heart attack. I figured out most of it but his Z and 2s are remarkably similar. Try substituting one for the other if you can't get a code to work.

Level 1	SSSS	Level 28	X2KZ	Level 55	TP4X
Level 2	SZWS	Level 29	WPMZ	Level 56	TYAX
Level 3	ZS2S	Level 30	WYCZ	Level 57	P2RX
Level 4	ZZPS	Level 31	XPAZ	Level 58	PTFX
Level 5	SW3S	Level 32	XYAZ	Level 59	Y2JX
Level 6	SXES	Level 33	2SSW	Level 60	YTKY
Level 7	ZW4S	Level 34	2ZWW	Level 61	PPMX
Level 8	ZX9S	Level 35	TS2W	Level 62	PYCX
Level 9	WSRS	Level 36	TZPW	Level 63	YPAX
Level 10	WZFS	Level 37	2W3W	Level 64	YYOX
Level 11	XSJS	Level 38	2XEW	Level 65	S3S2
Level 12	XZKS	Level 39	TW4W	Level 66	S1W2
Level 13	WWMS	Level 40	TX9W	Level 67	Z322
Level 14	WXCS	Level 41	PSRW	Level 68	Z1P2
Level 15	XWAS	Level 42	PZFW	Level 69	SE32
Level 16	XXOS	Level 43	YSJW	Level 70	SHE2
Level 17	S2SZ	Level 44	YZKW	Level 71	ZE42
Level 18	STWZ	Level 45	PWMW	Level 72	ZH92
Level 19	222Z	Level 46	PXCW	Level 73	WHR2
Level 20	ZTPZ	Level 47	YWAW	Level 74	W1F2
Level 21	SP3Z	Level 48	YXAW	Level 75	X3J2
Level 22	SYEZ	Level 49	22SX	Level 76	X1K2
Level 23	ZP4Z	Level 50	2TWX	Level 77	WEM2
Level 24	ZY9Z	Level 51	T22X	Level 78	WHC2
Level 25	W2RZ	Level 52	TTPX	Level 79	XEA2
Level 26	WTFZ	Level 53	2P3X	Level 80	XHO2
Level 27	X2JZ	Level 54	2YEX		



Well, that's all for this ish. I hope you've enjoyed these pages as much as I've enjoyed writing them! Go easy on Rob next month as he's new.
See ya! — CHRIS







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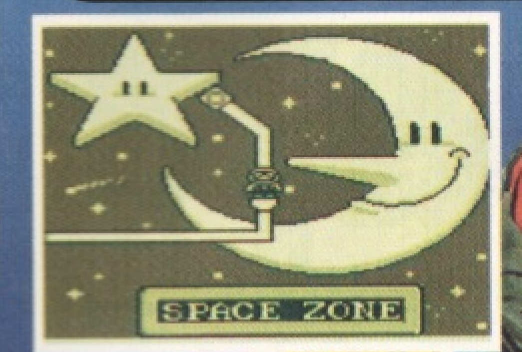
Chart Toppers



The biggest, baddest and bounciest games this side of the North Pole. Look no further.



1. Super Mario Land 2
2. Super Mario Land
3. WWF Superstars 2
4. Home Alone 2
5. Dr. Franken
6. Tiny Toons
7. Super Hunchback
8. Terminator 2
9. Asteroids
10. WWF Superstars



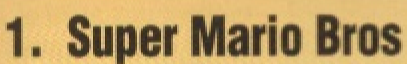




There's a special treat in store for you fiends this month — the first official Virgin Megastore and N-FORCE SNES chart. It's no surprise either that the awesome *Street Fighter II* has hit the top, or that *Super Mario World* is in there with the best of them. But what about *Kick Off* and *Super Probotector*? Yep, keep your eyes peeled to this very page — there are going to be plenty of surprises.

1. Street Fighter II
2. Kick Off
3. Super Ghouls and Ghosts
4. Exhaust Heat
5. Super WWF
6. Caveman Ninja
7. Super Mario World
8. Top Gear
9. Turtles IV
10. Super Probotector





1. Super Mario Bros
2. Hyper Soccer
3. WWF Steel Cage
4. Home Alone 2
5. Parasol Stars
6. Ferrari
7. Tailspin
8. Spiderman
9. California Games
10. Kickle Cubicle





Win a T-shirt!

That's right — we ain't lyin'! If you want to be the proud owner of an N-FORCE shirt bigger than a military tent, send your own chart in to us. We'll have a bit of a peek at it, and the closest to the Virgin/N-FORCE official chart that month wins.

It can be any format — SNES, NES or Game Boy — just as long as it has your list of favourite games for the month.

Don't forget to make sure you enclose a photo of your nose, and send it in to: IT'S THE TOPS, N-FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE, SY8 1JW.

This month's winner is **Panny** of **Ledbury, Herefordshire**, who got very close to getting the SNES chart spot on. Well done mate, your T-shirt's on the way — it's big, it's bad, and it's white. Just don't wear it all at once...



Is it a strategically shaved gibbon? Is it Freddie Mercury on steroids? No, it's MANIC MARSHALL with all the latest gossip on the US games scene!

Speak 'n' keep

Talk about cool! In the States we're used to getting all kinds of weird promo material for products, but Nintendo sure know how to grab your attention. Imagine my surprise, mail comes, I open a large envelope and there's a cardboard Game Boy with Mario on the 'glass'.

There's a button on the bottom and a sign saying PRESS ME. Out yells a digitised voice which goes on for a full 20 seconds about *Super Mario Land 2* — wow! Now this is no cheap bit of kit. It's got a voice chip, speaker and there's also a ROM burned in specially, meaning mega-bucks. Talk about playing with power — the big 'N' can sure flex its muscles when it wants!



Now that's some Advantage!

We had a call from ASCII Entertainment Software the other day about their Super Advantage arcade joystick. Remember in Issue Six — the bit about the joystick that's great for playing tough games like *Street Fighter II* combined with amazing turbo facilities for up to 35 shots a second?

It turns out that there was never any danger of it making it onto the street. In fact ASCII say the only problems will be keeping up with demand for this amazing stick — it looks and plays great!

OK guys, sorry about the stuff up. Hope you'll forgive us, and hope you sell heaps of joysticks.

Budget buys!

Nintendo expects to pick up extra bucks by re-releasing the classic NES titles, *Legend Of Zelda, Zelda II, Punch Out* and *Metroid*. It's not much of a gamble, since projected sales of the NES for 1992 (especially with the holiday season's help) are about four million units. Cart prices have also been slashed to under $30 (£17) retail each.

Talking of value for money, the price of the SNES continues to drop. Over here it's selling for a measly $89 (£55) — aren't we lucky!





Comic compo

Remember cool *Felix The Cat* from last month? The NES game's doing real good here in the States, and Don Oriolo (publisher of the Felix the Cat comic group and present-day artist of Felix) was in a good mood, so he's doing a special favour.

He's autographed one of his special comic-books which ties in with the game. So calling all comic-book collectors! To win this fantastic gift, write in and tell us the name of Felix's girlfriend. Send entries to WIN A CAT COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

Tank!

I dream of Genie...

Yep, the SNES Game Genie came out in the States early, 'least early according to Galoob's schedule which was looking at Genie appearing closer to summer. It's a bit different than the NES version too — not just five special effects on the code screen, but also a special switch allowing you to deactivate the codes while playing (though sometimes it won't work until the special power or trick employed has been used up).

It's a great way to check just how well you're doing with/without the help — a small green light reminds you the code is off-line. So now you can cheat selectively — if you've got the will power!



Ugly mugs

How's your holiday season? The toy manufacturers are very happy here in the States. *Batman Returns* action figures are still red-hot items. But the latest craze is the bizarre and disgustingly-entertaining *Monster Face*.

You get this skull head, see? Then you put stuff on the head to make it gross — like dead eyeballs and slime to pump out of gushing holes. Stick a few worms in the ears, some puss in the nose, and pump up that gory fever blister till it screeches (a balloon actually). The perfect gift for someone who wants to totally gross out their mates. Look for it in a shop near you!

Another groovy film-licenced toy is the *Beauty And The Beast Magic Mirror*. It lights up at the push of a button and the voice chip handles five different voices from the film in perfect quality — mondo cool!



What a great toy?! Yergh! Give me a SNES any day!



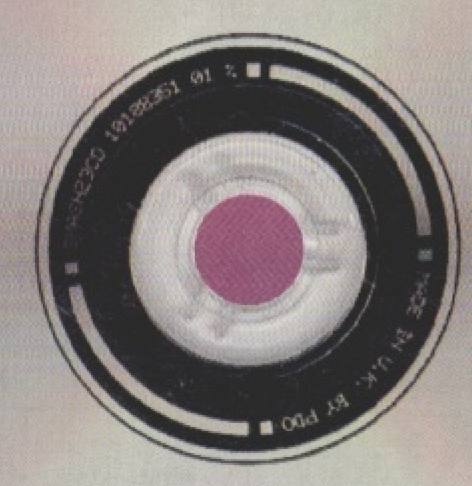
The CD side of life

With Sega having their CD-ROM player on the market a good six months ahead of Nintendo, you'd think buyers would forget all about Nintendo's upcoming machine — NOT! We all know Nintendo kicks Sega's butt big style but it seems that Sega owners are finally starting to admit it.

We did a survey of Sega owners buying the CD-ROM and the typical talk is they want better gameplay with more colours — to keep up with the SNES. That's not something the Sega CD can offer!

Most dudes said they want the colours the SNES has to offer (32,768 available, 256 displayed), and are hot to get the 32-bit Nintendo when it arrives — the Sega is just a stop-gap till then. Proving once more what we already know — Nintendo reigns supreme!

Also on the subject of CD, Acclaim (*WWF, Bart's Nightmare*) are the latest software company to announce they're working on CD-ROM technology. Look out for some great CD titles from them.



Six of the b

with School Governor Nic

It's okay, come on into my office. You've all been good little boys and girls this month, so take those books out of your pants and relax. I've got a special treat for you! This time around it's the best racing games on all formats! And the tyre-screeching action is this way...

WE'RE REAL GOODY GOODY GUYS

WATCH THAT CANE...

...NOT!

Exhaust Heat



● Ocean

Super Nintendo plus racing game equals Mode 7! Why waste time with amazing graphic routines to enlarge and shrink sprites creating a driving effect when the console will take a whole landscape and do the business!



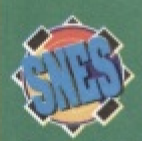
In this Grand Prix sim every track is one large sprite. As cars move around, the landscape is spun, scaled and updated creating a highly realistic and fast driving sensation.

Does size count?

The only trouble is the racing effect looks brilliant but the small, undetailed cars are disappointing!

There are sixteen tracks with lap

Super Mario Kart



● Nintendo

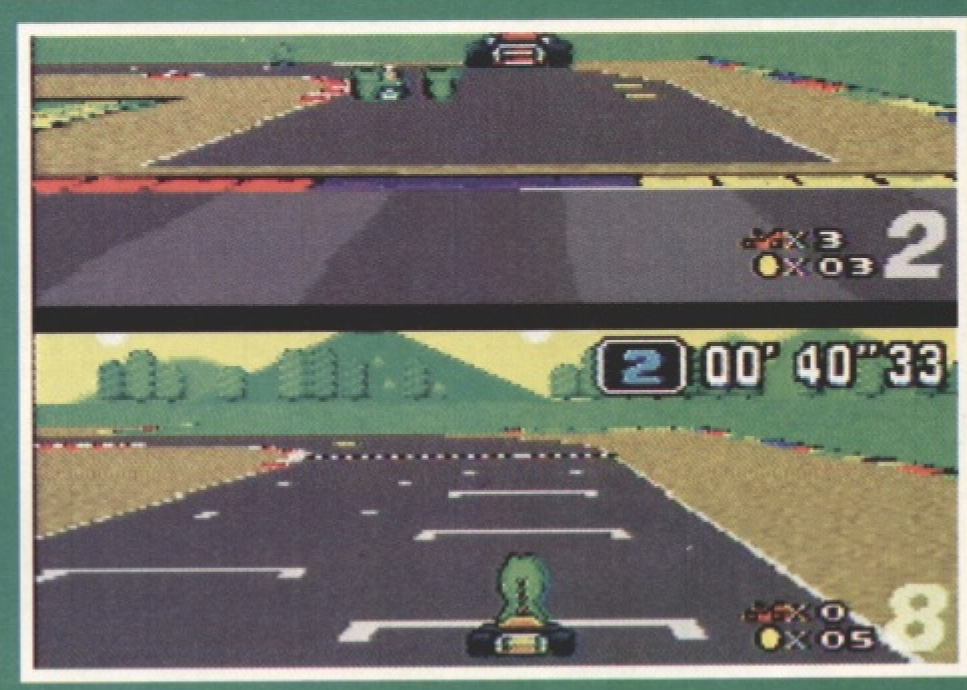
This cart's a bit of *F-Zero*, a bit of *Super Mario World* and a tiny sprinkling of magic all mixed into one cute concoction.

Mario, Luigi, Princess Mushroom and the gang are here in their karts racing around on tracks using the graphics from the 16-bit Mario platform game — *Super Mario World*.

Yes, it's all programmed in Mode 7 with fast scrolling action and the most addictive gameplay to hit the SNES.

Pole to pole

Super Mario Kart is lots of fun as a one- player game but grab a mate and the whole thing explodes into a frantic rubber-burning fight for pole position. Chris and I battled through the game loving every second of it.





There's a head-to-head game (the object's to burst the other player's bubbles) and the action-packed two-player race.

Tracks have various surfaces, (ice, snow, grass, water and mud) and tiny bridges to squeeze through with a gorilla on your tail.

It's the cuddly characters, and split-screen gameplay that make this a winner. If you haven't played it yet, what are you waiting for — a green light? Fantastic!

VISUALS 92%
SNES Mode 7 used to great effect with the Mario graphics

SONICS 89%
Typically chirpy Marioesque ditties — brilliant!

PLAYABILITY 94%
There aren't many tracks but it's a great laugh

FORCE 88%
It's like an explosion in a paint factory but needs more tracks

best!

k Roberts

times, driver names and a battery back-up for future challenges.

Driving in a straight line takes practice with all the amazing 3D effects going on — I spent my first few goes smashing the car into a nearby barrier!

F1 Exhaust Heat is another great example of what the SNES does best. Jump into that driving seat quick!



VISUALS 87%
More Mode 7 incredibly fast spinning tracks

SONICS 85%
Terrible droning sound effects with toe tapping tunes

PLAYABILITY 83%
Plenty of equipment to keep cars revving away

FORCE 85%
A stunning racer that's great in short bursts

Top Racer





● Kemco

Converted from *Lotus Turbo Esprit* on the home computer, this slick road burner is a treat. Rather than using Mode 7, the programmers create a smooth scrolling racing environment with signs, cars and backgrounds moving in perfect harmony.

This is one of the first SNES games to use a split-screen effect to give simultaneous two-player gaming, causing a storm when it was released.

Changing gear

For some reason the game is also known as *Top Gear* in the States. Choose from four cars, each having different speeds, acceleration and fluffy dice to hang in the window.

There are 32 tracks, night driving and a few water splashes to negotiate. After all that dirt-ripping driving, it's a good job there's a pit on each track for refueling and repairs.

Top Racer is great fun with a friend but with very similar tracks throughout it soon becomes repetitive.





VISUALS 88%
Full of detail and smooth scrolling, without the Mode 7!

SONICS 85%
Thumping soundtrack to make racing more of a thrill

PLAYABILITY 89%
Instantly playable with auto gears and simple controls

FORCE 87%
Put the pedal to the metal and zoom off the starting line!

Micro Machines



● Code Masters

Unique is the only way to describe this piece of racing history. Probably the best NES racing game ever, *Micro Machines* is the licence of those dinky collectables that used to come in collections of five.

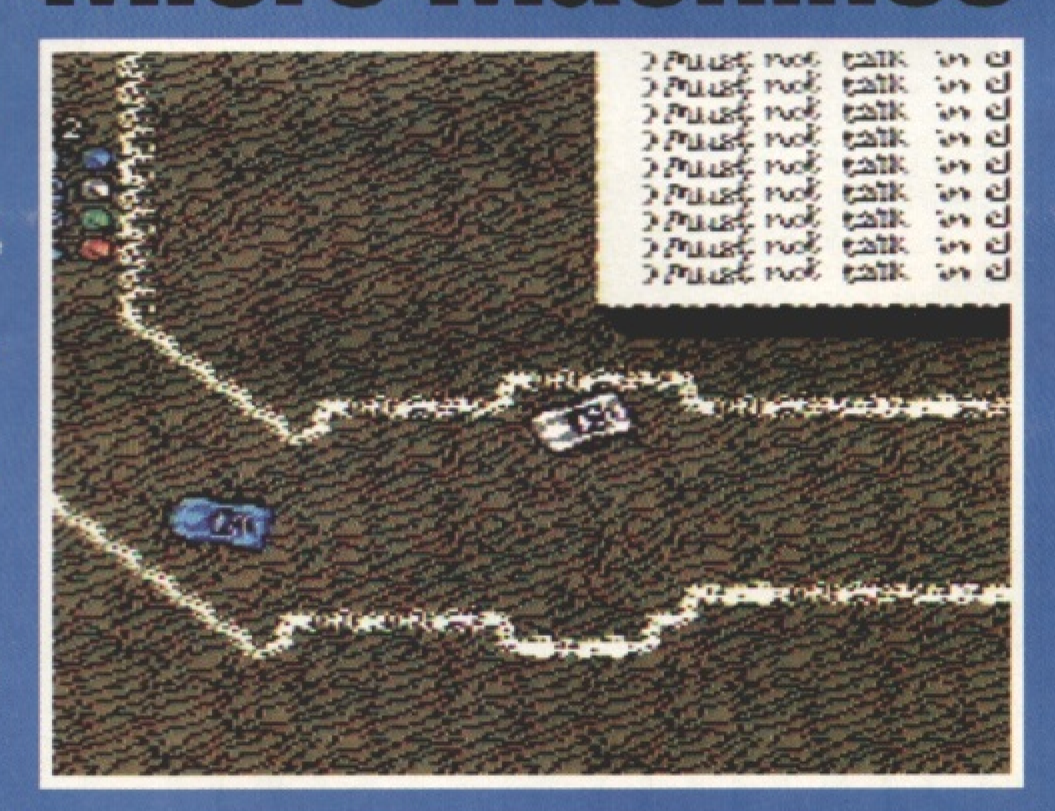
You get to race sports cars, choppers, boats and tanks to mention just a few. What really makes this stand out is the tracks.

Bowl me over!

Because the vehicles are shrunk the tracks have to be small too. Breakfast tables, school desks with rulers and pencils, a back garden with deadly dragon fly and a garage floor are all brought to life with superbly detailed visuals and smooth scrolling.

When I challenged Andy Hiseman from Hornby Hobbies (the distributors) at the last Forcefield Plaza show, I chose this game. Okay, so he thrashed me (he'd been practicing for two months solid!) but we had a brilliant time.

Micro Machines is an essential part of any NES owners' collection.



VISUALS 84%
The NES creates a perfect miniature world

SONICS 78%
Slightly tainted tunes but some groovy effects

PLAYABILITY 86%
Put the finger to the button and go! Simple eh?

FORCE 82%
Wacky weirdness that you won't be able to put down!

Super RC Pro-Am





● Rare

I simply love this on the NES. The speed, slickness and total mayhem around the tracks had me addicted in seconds.

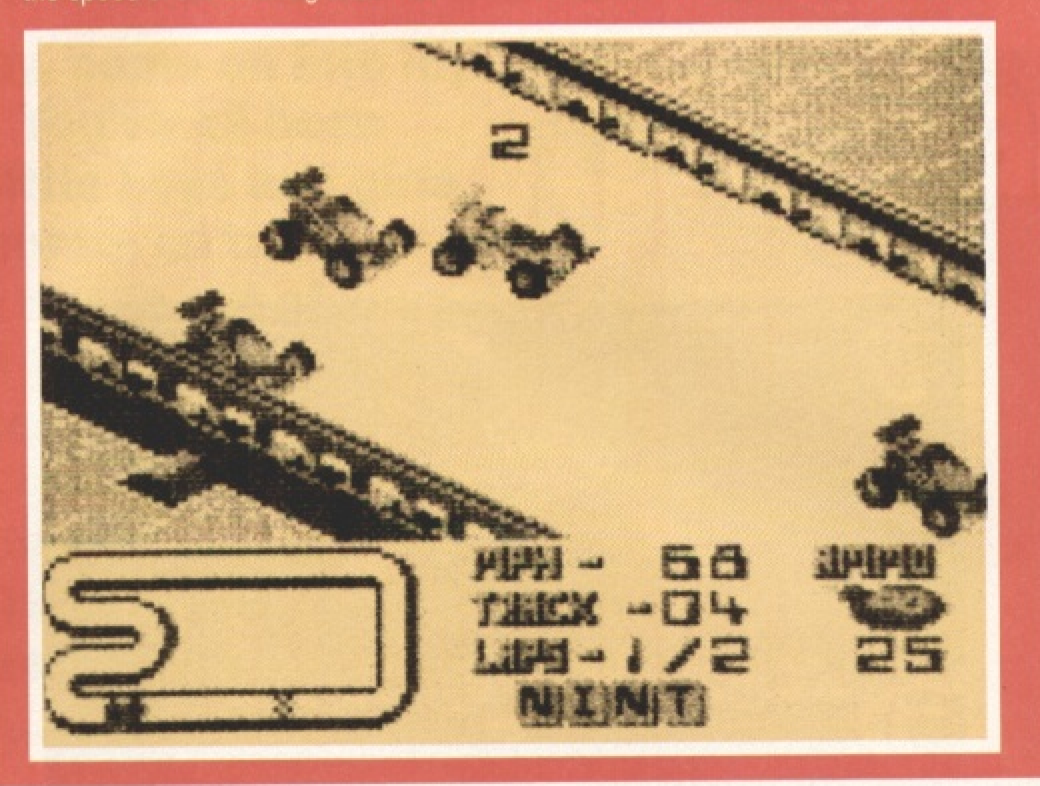
Graphics and sound are excellent with the remote-controlled cars spinning and twisting around the winding tracks in style. The vast array of power-ups adds to the excitement with bombs, rockets and roll cages to bolt into the cars!



Slippin' and slidin'

Amazingly the Game Boy game looks even slicker than its ageing brother. Graphics are slightly more detailed and the speed of the scrolling is still hot stuff.

You tend to lose track (no pun intended!) of what's going on with only the small screen to view the race but the hand held does its best to keep up.





On both NES and Game Boy *Super RC Pro-Am* is a stonker of a game. Grab that remote control and tear up the grass on your console!

VISUALS 80%
Nicely detailed remote controlled cars and obstacles

SONICS 81%
A couple of little tunes and tyre-screeching effects

PLAYABILITY 90%
The challenges change on each track so you don't get bored!

FORCE 83%
Packed with fun the remote cars are a right winner!

World Circuit Series

● Ultra Games

Racing games come in many guises. This spanking simulation is viewed from above creating a Scalextric-style effect.

There are plenty of options available and all playing skills are catered for. Gameplay includes three categories — Formula 3, F-3000 and Formula 1, providing a range of car handling and tracks to suit everyone.

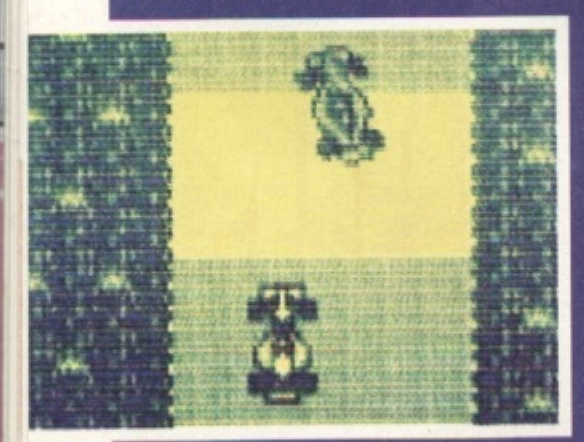
Sky high views

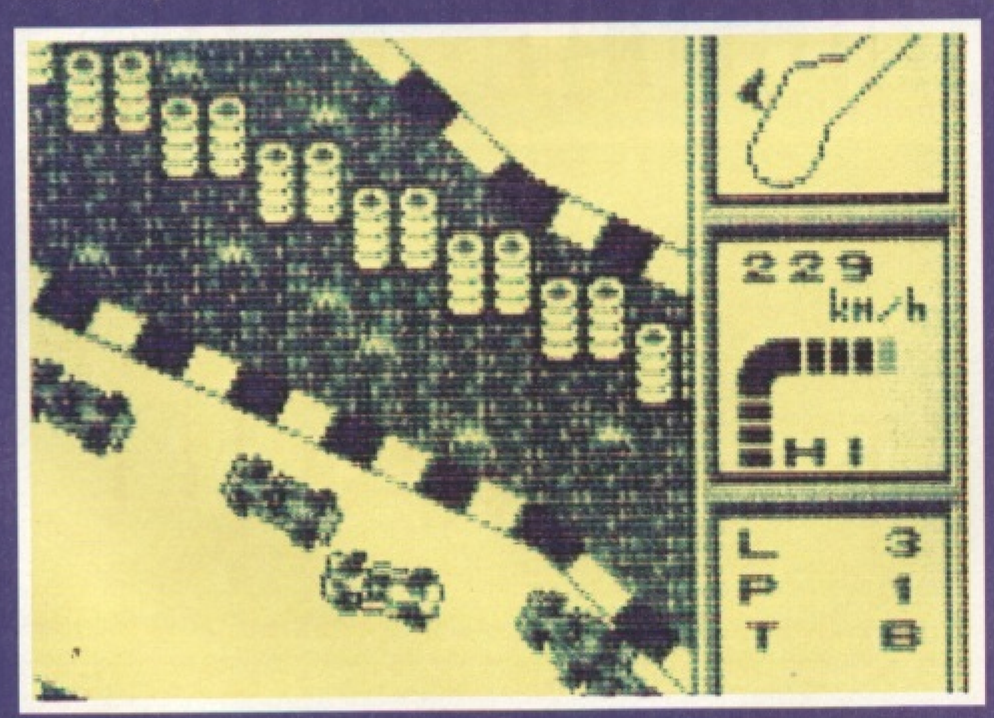
The aerial view works really well. Tracks scroll around the main car, and pits, crowd and competitors whizz by. The effect is as if you were watching live racing from a hovering helicopter above the track.

Presentation is impressive with detailed breakdowns of each racing car, top speeds and acceleration — there's even an animated sequence when driving into the pits!

The overhead perspective makes a refreshing change from the usual style of car racing game — it's almost like playing with a model car track. The cars don't come spinning off the track if you accelerate too hard on corners though!

This is not your usual style of racing game but it's great fun!





VISUALS 80%
A different style to the other games but still pole position!

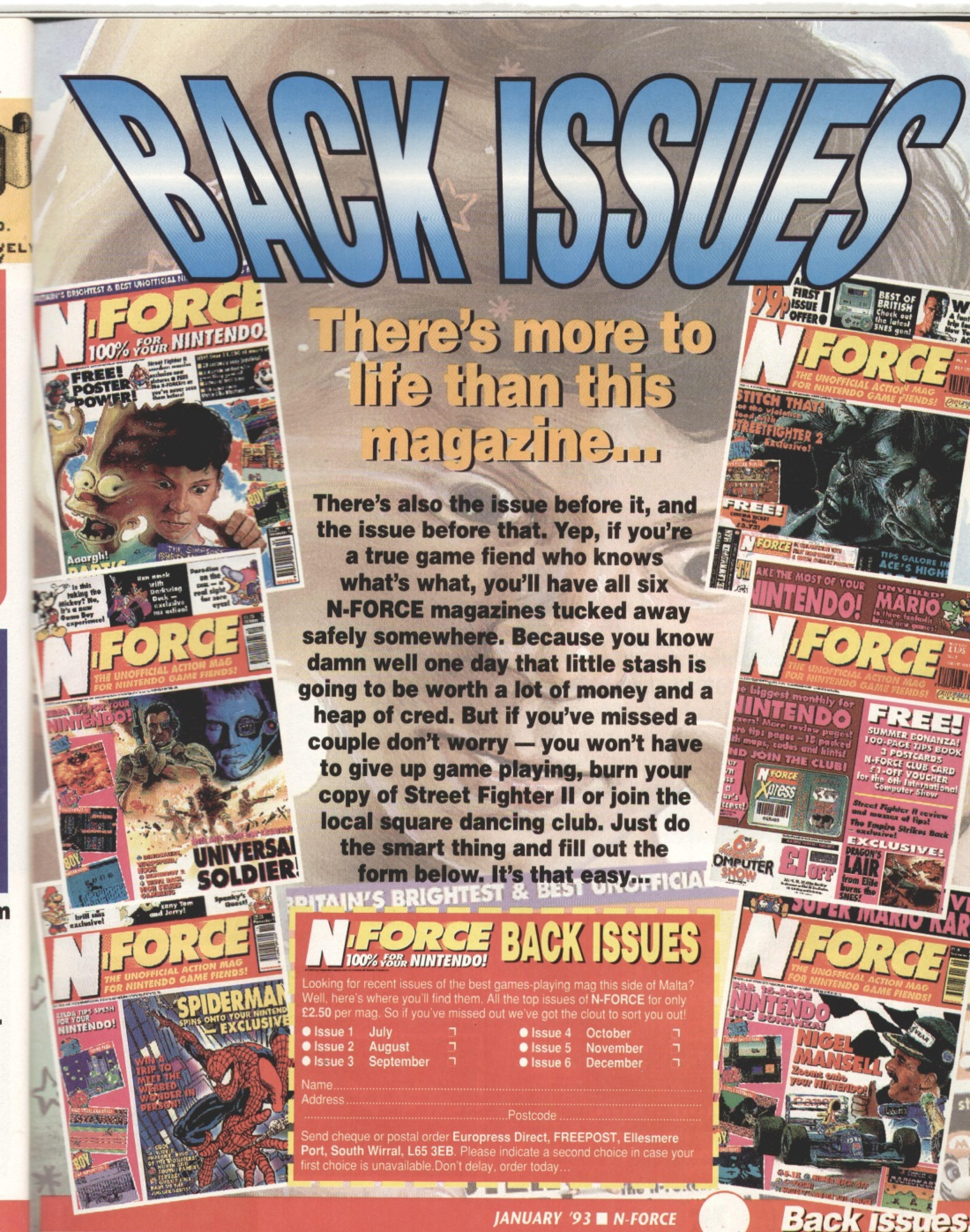
SONICS 70%
The cars whine away, turn the volume down quick!

PLAYABILITY 81%
Loads of options to create a new racing challenge

FORCE 77%
Scalextric style racing with lots to offer.

There's more from the classic cart cupboard next time you tune into this channel.

If there's a *Six of the Best* you'd like to see, drop me a line and I'll see what I can do!


BACK ISSUES
There's more to life than this magazine...
There's also the issue before it, and the issue before that. Yep, if you're a true game fiend who knows what's what, you'll have all six N-FORCE magazines tucked away safely somewhere. Because you know damn well one day that little stash is going to be worth a lot of money and a heap of cred. But if you've missed a couple don't worry — you won't have to give up game playing, burn your copy of Street Fighter II or join the local square dancing club. Just do the smart thing and fill out the form below. It's that easy...
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SUPER MARIO KART
NIGEL MANSELL
JANUARY '93 ■ N-FORCE
Back issues

SNES

SOME FINAL FANTASY!

Take a nice rest for 95GP! Refreshment guaranteed!

Received Cat Claw!

Final Fantasy Mystic Quest



Slime dribbling monsters, three-eyed mutant scumbags and a gaggle of gigantic geese — it's just another day at the N-FORCE offices. NICK takes a day off and goes roleplaying!

Focus Tower

Nick LEVEL 6 51

Phoebe LEVEL 15

Here we see Nick roaming around a strange world all flustered. He's found the Focus Tower but can't understand where all this cotton wool is coming from! His mate Phoebe should help out.

It's the usual story. A kingdom's under attack by a strange force from the depths of a very nasty place indeed. It's turned all the water to ice, trees to firewood and all TV channels are showing repeats of *Bullseye*!

Everyone in this land has lost all hope, until a stranger with a big sword comes to town. He promises to roam the underworld returning everything to normal, and be back in time for tea with Jim Bowen's head on a stick!

Two add two is...

Final Fantasy Mystic Quest is a RPG for beginners. Forget *Zelda* or *Dragon's Quest* with their intricate puzzles and mazes, this game introduces players to problems, helps find solutions and even wipes their bums after wards — well almost!

Two game styles are slotted into the plot. The adventure side is in true roleplaying-style with small detailed sprites trundling around shaded landscapes. Enter houses, chat to people and best of all, attack monsters.

Another style is used for battle sequences. The hero is confronted with a variety of mean monsters, all with their own characteristics, abilities and sandwich boxes. Three options pop up on screen — attack, run or control.

"An excellent introduction to the RPG scene"

The first uses the selected weapon to whip some butt, second makes a run for it and the third is for changing weapons when ammo has run out.

To the back teeth!

Mystic Quest is aimed at RPG beginners, and gameplay soon gets irritating. You can't go very far without being jumped on by a monster and flipping into the same battle sequence over and over.

Graphics are nicely detailed. Each monster is drawn in different stages of defeat — legs hanging off, plasters on head and crumpled heaps on the floor.

Another nice touch is whoever goes into a battle gets out a weapon and has a bash at the foes — even if they're only a little girl with a skipping rope!

All in all, I wasn't too impressed with *Final Fantasy Mystic Quest*. It's an excellent introduction to the RPG scene (think of it as a trainer for the more complex role playing adventures) but lacks serious challenge.

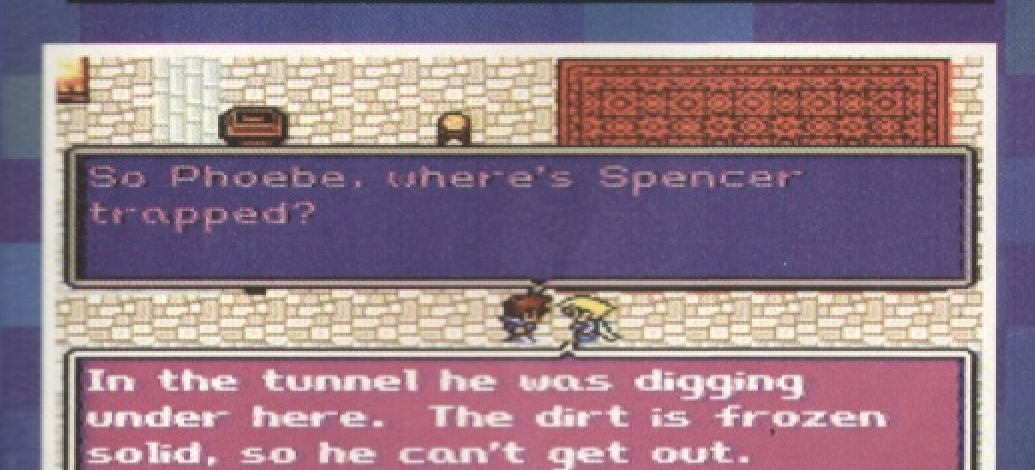
NICK 74%





You've had *Zelda* and *Soul Blazer*, now comes another chance to take the part of a childlike sprite, on whose shoulders the fate of the world (in which plants and hedgehogs talk to you) rests somewhat uneasily. The producers call it an entry-level game — I call it simple. A good basic game with elements from others of the type but nothing new for the old hand — in fact, more than a little disappointing. A great introduction for those new to RPGs. Ultimately too easy to be taken seriously.

CARL 78%

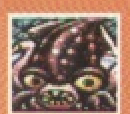


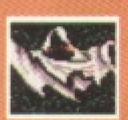




Monster Munch!

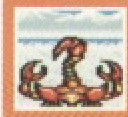

Zombie: this ugly mummy flakes into a pile of dirty bandages.


Squidite: large guardian to the icy caves.

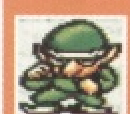

Spectre: a couple of hits and he crumples — what a wimp!


Sparna: mad birds with quite a peck. Avoid whenever possible!

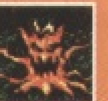

Slime: easy to defeat but a bit smelly. Put a peg on your nose!

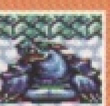

Scorpion: vicious claws but easily sorted — take your time!


Sand worm: buries its head in the sand. Ignorant but dangerous.


Mintmint: no, this dude in green isn't the tooth fairy!


Minotaur: a rough character with a nice rump steak!

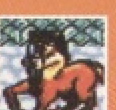

Mad plant: chop him up for fire wood. This guy is seriously crazy!


Land turtle: this rowdy reptile hasn't been eating his pizza.


Giant toad: an amphibian with attitude. Bash him and he bursts!


Edgehog: a good slash and the spikes become harmless!


Easilsk: purple dragons with long tongues — very nasty!


Centaur: soon gets frightened and puts his hands up.


Brownie: hold on, that's a Mintmint with a different hat!


Zig: this one has a wicked sense of humour.


Zag: a sharp tongue makes this one to run from!

FORCE FAX



Dispose of monsters quickly and with least fuss by repeatedly pressing [B]. This selects attack over and over until the beasts are dead.



There are many items hidden within the forest. Take time to explore under every tree and bush — you never know what you may find!



It's terrible trying to find things in these new fangled supermarkets! Here we see our hero in the bomb department.



Producer
Square Soft
Players
1
Price
£42.00
Supplier
Krazy Konsoles

N-RATING



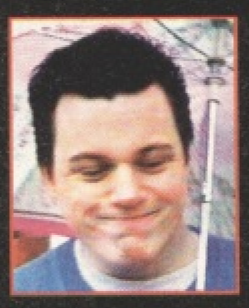
VISUALS 79
Nice presentation, small RPG sprites and detailed monsters

SONICS 79
Lots of background music tracks reflecting the current play situation

PLAYABILITY 76
Dead simple to start but constant monster battle become tiresome

LASTABILITY 71
The annoyance factor is really high with monster attacks every few moves

FORCE 76
The ideal starter RPG but most would prefer more going on



What's soft and cuddly, talks to pink elephants, wears a jacket and is covered in garbage? Easy — NICK in the loony bin!

YA MAY THINK—
WE'RE JUST LOONEY
—AND ON THE BLINK
—BUT WAIT FOR OUR TUNE
THEY-LL MAKE YA WINCE!

Looney Tunes

N-FORCE KNOCKOUT

BOY

What's the best way of filling a game with violence and not having any hassle from the censors? Make all the characters toons that's how! Anything can happen to a cartoon and it pops back into shape to live another day.

Having just completed *Tiny Toon Adventures*, I couldn't wait to get stuck into this Game Boy masterpiece starring their big brothers.

All the stars are here: Bugs Bunny, Tasmanian Devil, Porky Pig, Speedy Gonsales, Daffy Duck and Road Runner, and these are just the good guys! Around every corner a bad toon pops up with Wyle E Coyote definitely my favourite.

Tasty toons!

It's a character to each of the seven levels in this game with a mixture of platform and shoot-'em-up action. Visuals are a treat with perfect animation and shading bringing the cartoons to life. Different objectives in each zone make this game hard to get tired of. The platforms are great — distinctively Marioesque but with larger, more detailed sprites. The levels are imaginative and varied. My favourite is the blaster with Porky in a small plane shooting his way through pumpkins, witches and stars galore, all over a great parallax cloud background — amazing!

> **"Marioesque but with larger, more detailed sprites."**

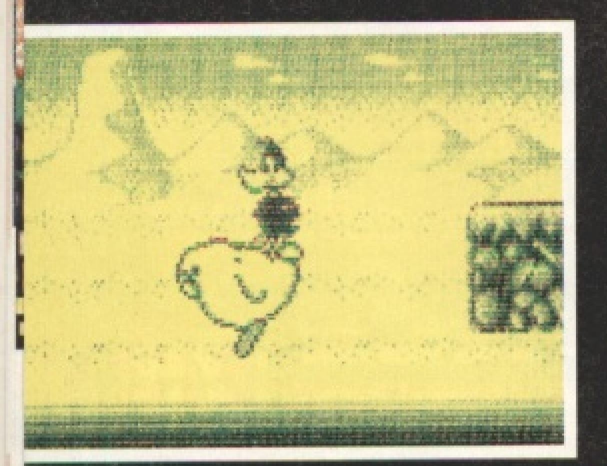
But where's Roger?

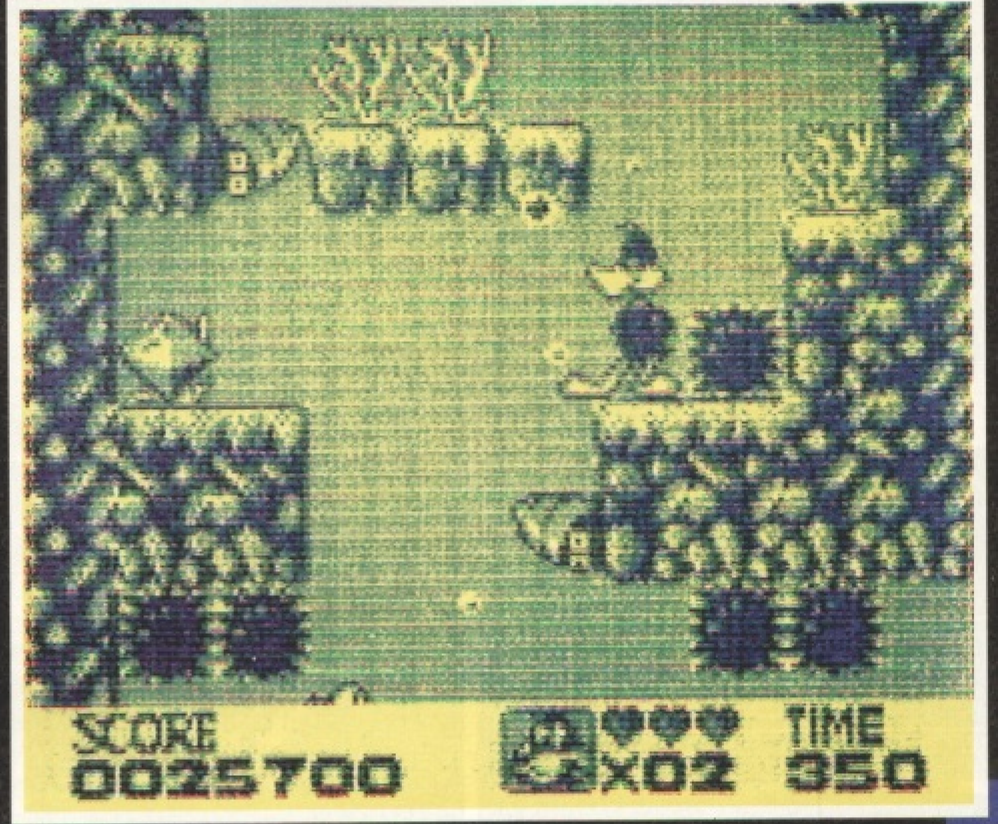
No software company can go wrong with a Warner Brothers licence. *Tiny Toons: Bab's Big Break* on the Game Boy is excellent, *Tiny Toons Adventures* on the NES is a scream and I can't wait to see that game on the SNES!

Looney Tunes is quite a challenge even for experienced game fiends. There's so much going on with toons popping up from all directions, it's quite difficult to keep track.

Without a doubt one of the best releases in ages. Check out this brilliant game now. Toon Town comes to life on your handheld!

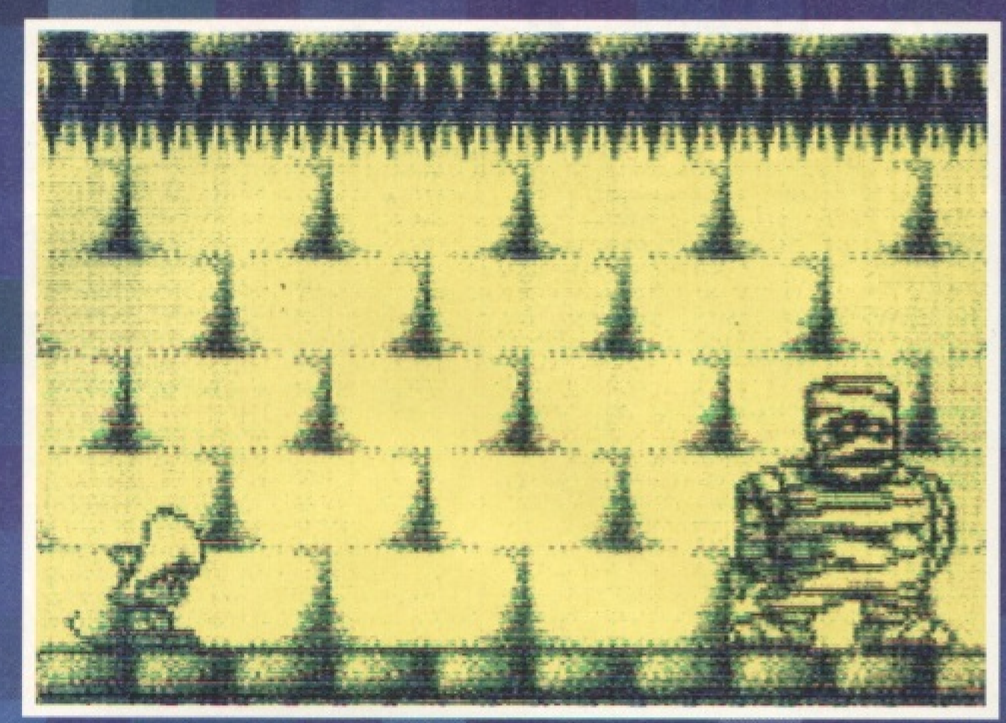
NICK 90%



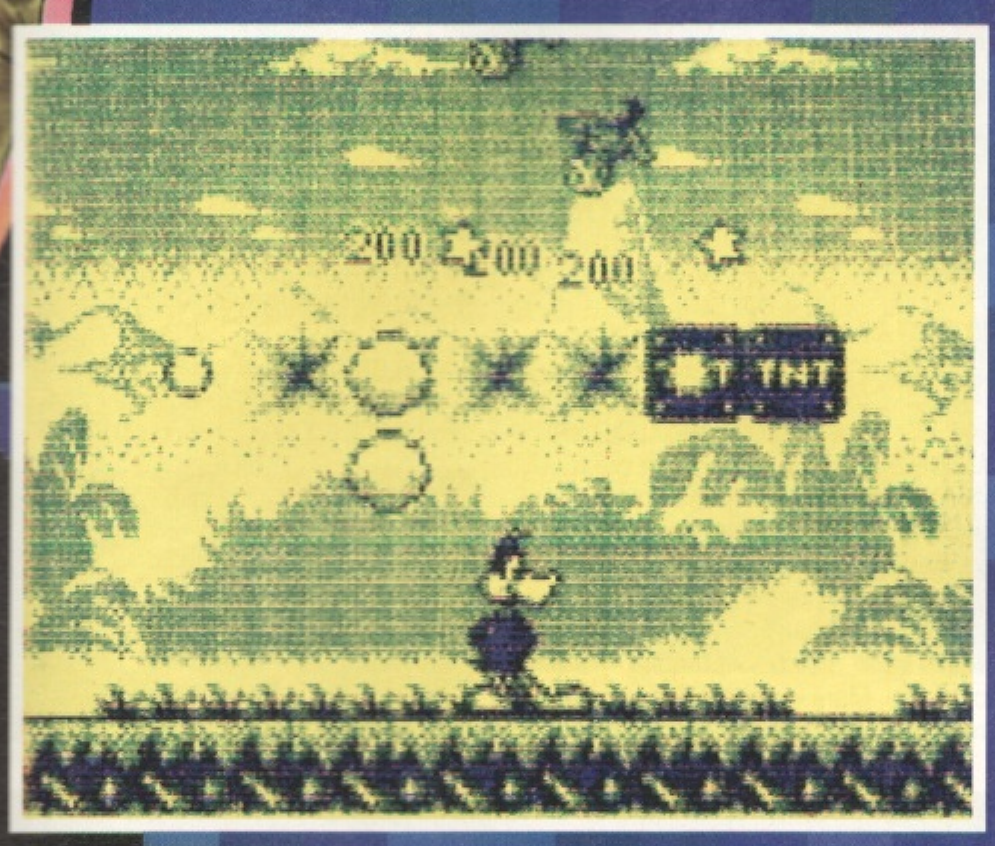


Each level tests one of the wacky Warner Brothers characters to the full with platforms, enemies and power-ups galore. Daffy kicks off on Level One!

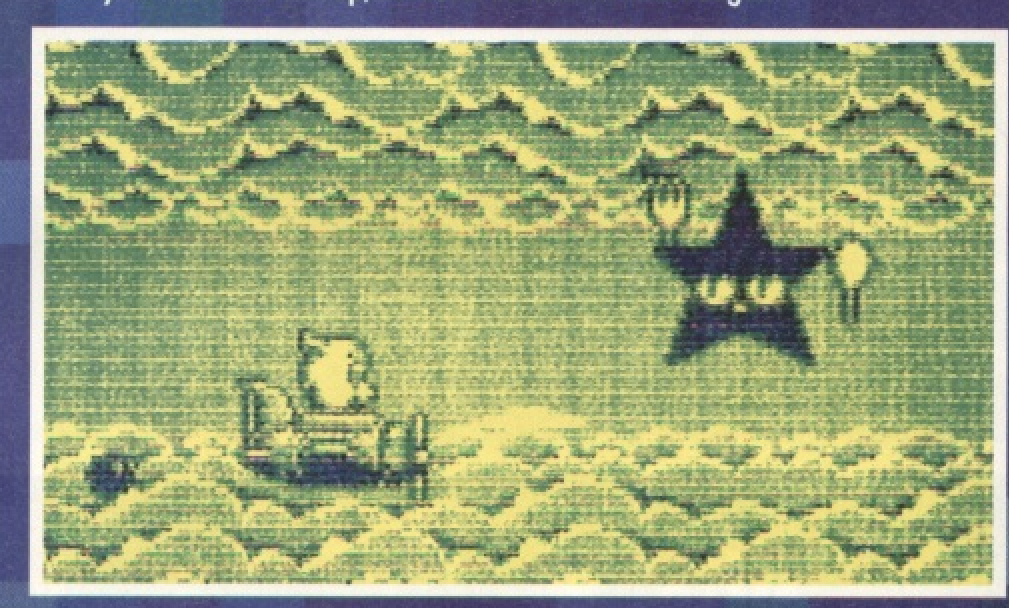
There's a pig, a duck, a cat and a little birdy among other wacky characters, all ready for some mad adventures into the unknown. *Looney Tunes* has seven fun-packed and tricky levels to go through, with numerous crafty baddies to avoid or clonk on the head. Each character's well animated apart from Tweety Pie, who's so tiny you lose him in the struggle with Sylvester the cat. The underwater sequences are great, with floating movements captured brilliantly. Sound is pretty cool, with loads of strange noises and effervescent tunes keeping the action bubbling along. An essential purchase. **ROB 90%**



Speedy Gonzales takes on the wrath of a huge mummy. Mummies are supposed to make your bed and clean up, not cover themselves in bandages!



Head butting the blocks causes a chain reaction. Sometimes you end up destroying the platforms you needed to walk on — aaarghh!

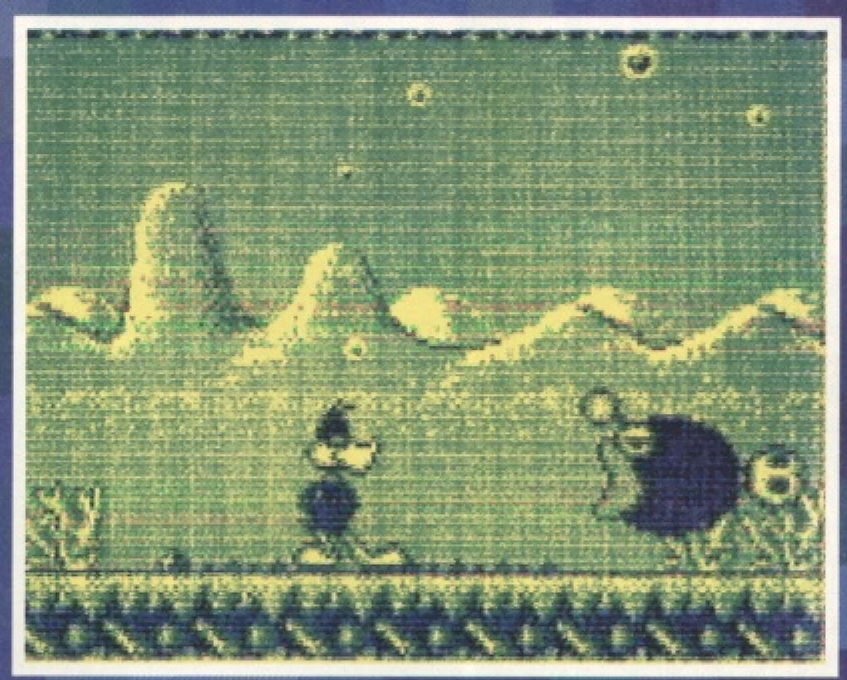




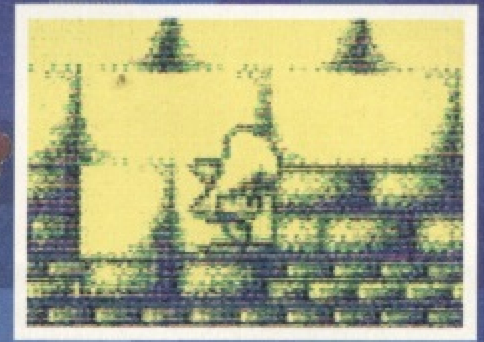


Look before you leap! This is especially useful in *Looney Tunes*. There are lots of hidden spikes and bods that pop up out of nowhere!





'I tawt I taw a putty tat!' Sylvester's about to chomp on poor little Tweety bird! A big broom in the back of the head should sort him out!



■ **Producer**
Sunsoft
■ **Players**
1
■ **Price**
£24.99
■ **Supplier**
Video Games Centre





VISUALS 92
All the Warner Bros characters are perfectly animated — superb!

SONICS 90
Jolly ditties and cartoon effects — just like the real thing!

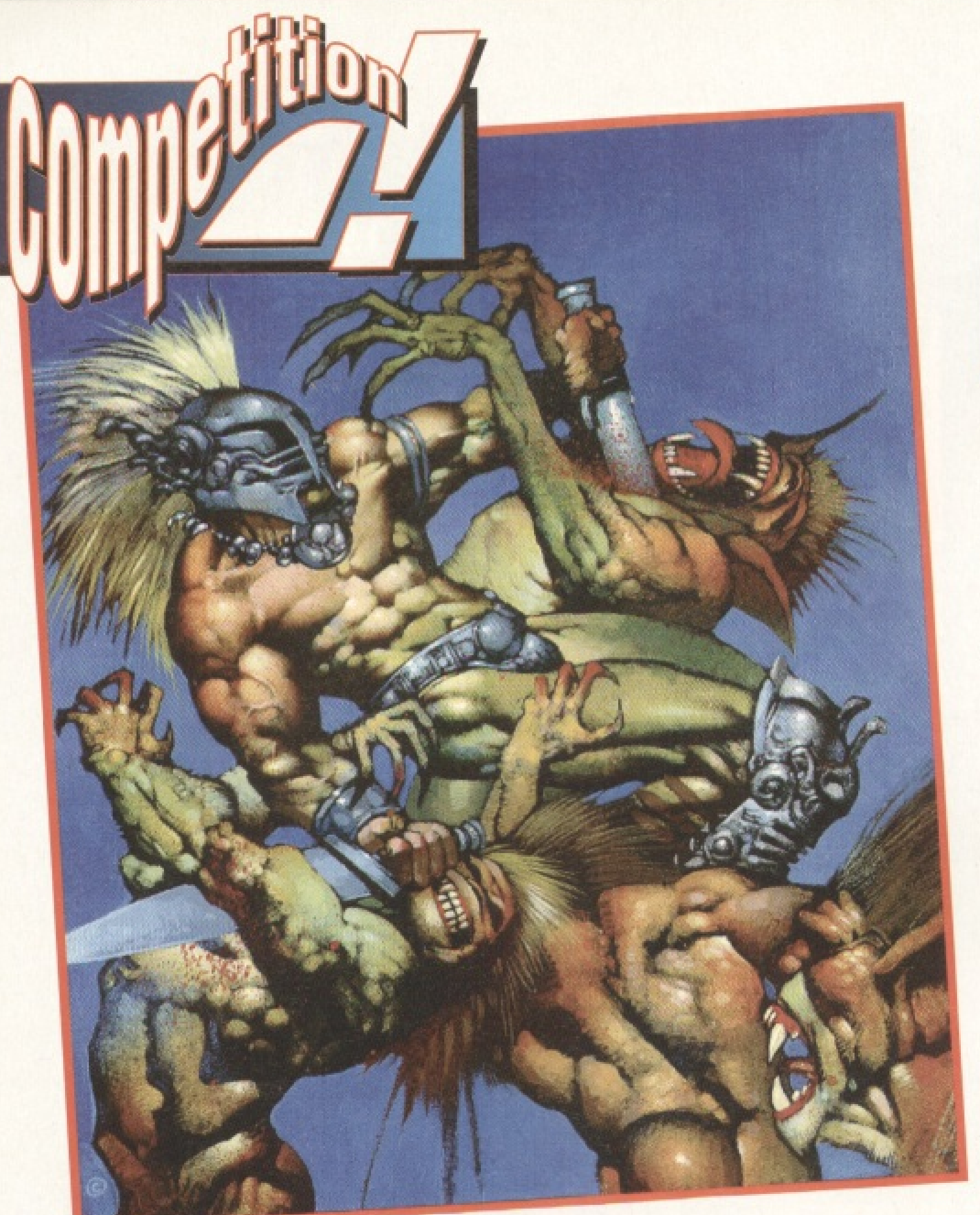
PLAYABILITY 88
Tough at first with loads to see and do in every level

LASTABILITY 91
The levels keep you playing until the next time Bugs is on the telly!

FORCE
Sunsoft can't go wrong with this Looney licence — superb!



Competition!



Heaven

Here it is — your chance to win your very own copy of *Gods* for the SNES. Let's see how heavenly you really are!

Watch where you throw those lightning bolts! Call yourself a God! Just in case you didn't know, *Gods* on the SNES from Mindscape (see page 48) is a great new game pitting the wits of mere mortals against the might of the Gods.

You know the bunch: Zeus — the dude with the beard, Poseidon — he who made those awful 'Oh help my ship's sank' movies, Aphrodite — the cute one, Mars — who helps you work, rest, play and get acne, and Pluto — who was kicked out of the God's club for peeing up lamposts but went to America, teamed up with a mouse and became a film star!

There are a plethora of puzzles to solve and loads of levels with more depth than Neptune's swimming pool!

Now, thanks to Mindscape, you can win masses of loot including:

- Ten copies of *Gods* on the SNES
- Ten Mindscape T-shirts
- Ten Mindscape badges

All you have to do is answer the questions, complete the coupon and send it to:



Competition!

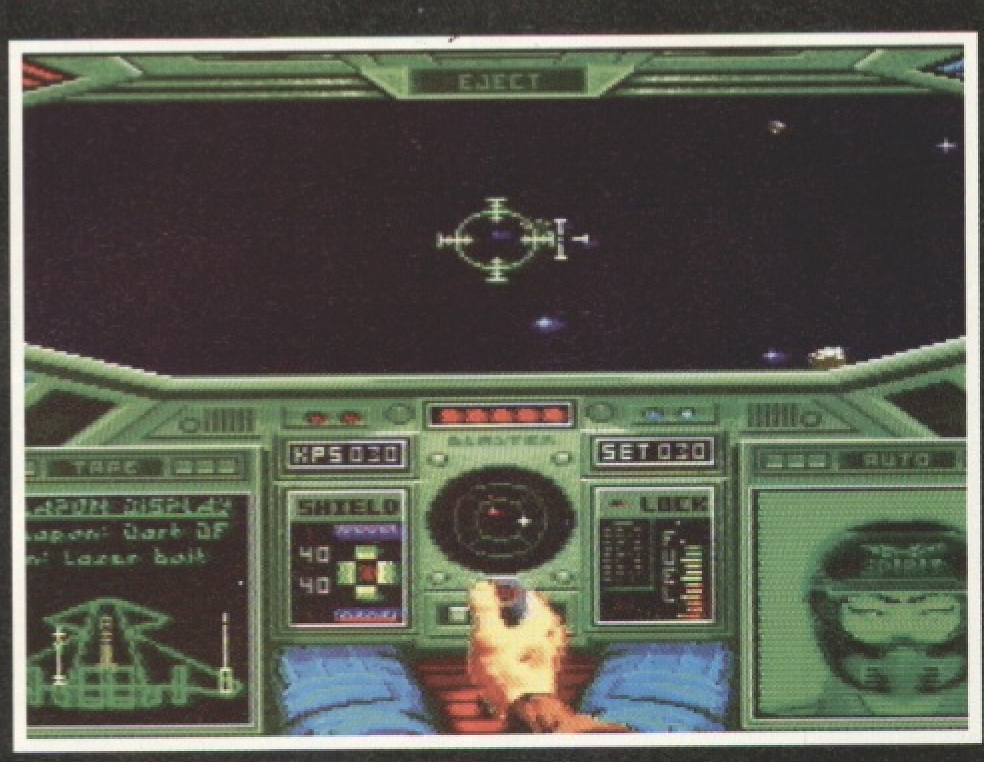
Take con

Ever wanted to fly wildly around space, chase renegade ships hellbent on your destruction, learn how to make pumpkin scones? Well here's your chance...

Pull on your crash helmet and explode into space with *Wing Commander* on the SNES. Ever wondered what it's like to quantum leap through space, smashing the sound barrier and covorting with alien colonies? Fancy yourself as a top space pilot? Read on cos boy have we got a treat for you! The mind-blowing graphics and great scenario make this is one of the most playable games around (see review on page 26). By the time Mindscape bod James Morris finished demonstrating the game we were wide-eyed from adrenalin overload and dribbling with excitement!

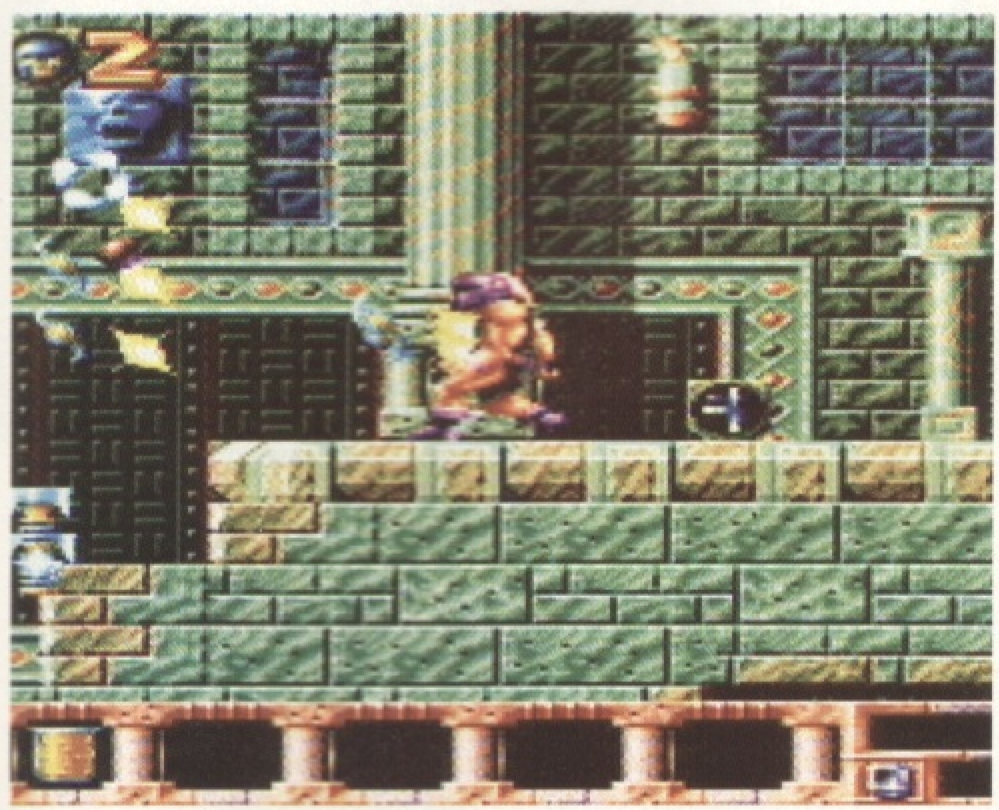
Now for the totally fantastic news — through much pleading and no end of boot lickin' we've got this ruck of prizes to give away:

- Ten copies of *Wing Commander* for the SNES — phwhoar!
- Ten Mindscape T-shirts in all purpose black — phatang!
- Ten mega Mindscape badges — shloop, shloop!



Using super 3D graphics *Wing Commander* creates the total space experience. Win this cart and you can look forward to many happy hours of interstellar blasting!

s above!



This is just a sneak preview of the awesome action you can expect if you win this brilliant platform adventure. You better hurry up though, Gods don't like waiting!

It's ungodly...

1. Who was Apollo's father?
a. Mel Gibson ❒
b. Terry Christian ❒
c. Zeus ❒
d. Timmy Mallet ❒

2. Do the Greek gods live on
a. Mount Everest ❒
b. Mount Rushmore ❒
c. Mount Olympus ❒
d. Cheese and pickle sandwiches ❒

● Send your entries into I WANNA LIVE ON MOUNT OLYMPUS, N-FORCE chocolate factory, Europress Impact, Ludlow, Shropshire, SY8 1JW.

Name ....

Address..

....

....

....**Postcode**..

Oh yeah — the editor's decision is final because he can get past the first level of *Super Battle Tank* and no correspondence will be entered into because we've gaffa taped his lips and broke both his arms! If you don't want any nice mail from other friendly companies, please tick here... ❒

mmand



Make no mistake these carts are too hot to handle. This unlucky reader got too close and paid the price. Enter the compo now to win this great game!

Winging it!

All you have to do to get a slice of giveaway pie is turn around three times, stand on one leg and sing *Tie A Yellow Ribbon Round The Old Oak Tree* backwards while eating cold baked beans.
Oh yeah, and fill in this coupon:

1. Dan Dare was a character in which comic?
a. Falcon ❒
b. Eagle ❒
c. Hawk ❒

2. Was Buck Rodgers in:
a. The pub ❒
b. A rubber suit and handcuffs ❒
c. 21st Century ❒

Name ....

Address..

....

....**Postcode**..

● Send 'em into GIMME SOMETHING FREE compo, N-FORCE theme park, Europress Impact, Ludlow, Shropshire, SY8 1JW.

The first out of Doug's underpants wins these fantastic prizes and that's not to be sniffed at — except the underpants!

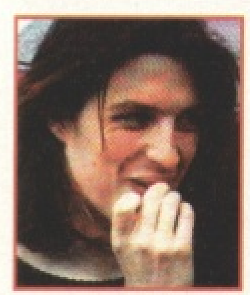
Don't forget the editor's decision is final because he eats cheese and onion crisps and no correspondence will be entered into because we've taken the plug out of his computer! Please tick this lovely box if you don't want any nice mail... ❒



Sonic Bl

FORCE FAX

Wait for the screen to fill with enemies then press [L] and [B] simultaneously to blow them all to kingdom come!



The streets are dirty and dangerous. Only one man can keep order, but he's on holiday, so ROB dons blue armour and a silly hat and gets his head kicked in!

It's not safe to venture onto the streets anymore, at least if you're a flippin' psycho lady or a gun-totting madman.

The reason? A hero clad in blue armour's running around making fast work of all the baddies. His name? — the Sonic Blast Man!

Guide the little blue brawler through each level of this horizontally scrolling beat-'n'-blow-'em-up punching and kicking everybody you encounter. Complete every stage to make the poor defenseless planet safe.

Get physical

Our hero's full of useful moves — supersonic power's one way of blowing the evil mutants to the next world. There are also rapid handslaps — better still use enemies as a bowling ball to wipe out their mates. Now **that's** what I call a strike!

Another spectacular move is Sonic's spinning-rave dancer impersonation, knocking the bad guys out but leaving Sonic zonked for a few seconds. Bit like a Michael Jackson concert really.

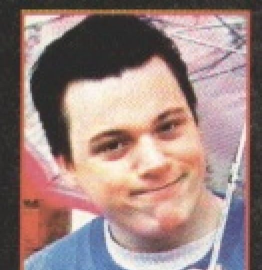
Complete each section to enter a bonus stage featuring five difficulty levels. It starts with a fierce-looking mugger hijacking a defenceless girl — it's up to you to thrash the living daylights out of him. Others include trashing a truck, slapping a skyscraper, lamping a lobster and hardest of all mashing a meteorite!

Same old bang...

Sonic Blast Man is a cliche among beat-'em-ups and quickly becomes boring. Often it's slow and tiring with not a lot new to offer beat-'em-up fans. Unfortunately the same applies to the sound.

But then again, it's definitely a game with plenty of appeal for die-hard beat-'em-up fans. It follows the tried and tested formula of *Final Fight* and should be popular. If you love bashing baddies, you're gonna dig this! ***ROB 69%***

SNES James Bond Jr.



He's got gold fingers, stainless steel teeth and a razor-sharp bowler hat. NICK may not be the man with the golden gun, but he sure has an identity crisis!



His name's Bond, *James Bond Jnr.* licence to have acne and become neurotic about girls! While studying at the Warfield Academy this brave brat got himself a mission to rid the world of Dr Derange and his sidekick Skullcap — most kids just get homework and the cane!

No-one knows how old this off-spring of Mr Bond is, but he can certainly look after himself. Split into two game styles, the adventure involves surviving plain platform sections then jumping into various flying contraptions to shoot bods out of the sky.

Seventh heaven

To protect his dashing good looks the fruit of 007's loins cán kick and punch like a pro. His potty inventor friend has also come up with some wacky widgets to help out. Shrapnel-tipped missiles improve the fire power of the chopper, a snake charming flute and rocket boots sort out the trickiest of slithering reptiles.

Usually titles combining two game styles end up making a pig's ear of both of them — that's exactly what happens here. The shoot-'em-up levels are packed with enemies, colour and unrealistic parallax scrolling. Rugged landscapes and a swift speed setting make these stages impossible to play.

On the other hand, platform levels are a piece of cake. Any platform gamer worth their salt will whizz through, knocking out strange enemies and picking up every icon going!

You smell of pooh!

James Bond Jr is just not up to it! If you want a platform or shoot-'em-up game then there are much better available.

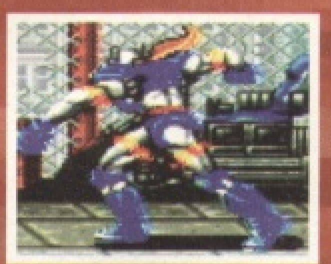
Decidedly tacky graphics and a duff story line make this a real turn off. I suppose it had to happen sooner or later though. Out of all the beautiful women associated with James Bond 007, one of them had to get pregnant! ***NICK 38%***

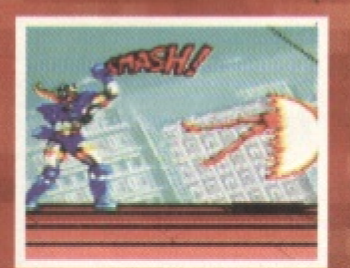
last Man

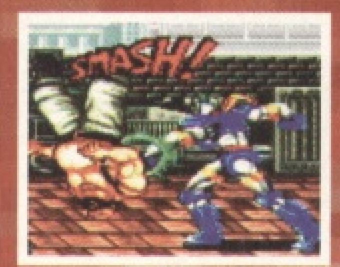


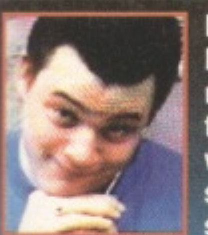


When facing this evil dude, duck and kick from long range. Sonic Blastman is prone to short range attacks!









My first thoughts were ones of dread. Another flippin' beat-'em-up with nothing new to offer — I was almost right too! What makes *Sonic Blast Man* stand out from the huddle of beat-'em-ups littering the shelves is the wonderful colour and animation plus the comic book-style additions to the action. Prove the might of the superhero at the end of each gruelling section in the special stages, boasting excellent Mode 7 effects. *Sonic Blast Man* certainly holds nothing new for game fiends but is a nice basher for beginners. **NICK 70%**



Producer
Taito
Players
1
Price
£45
Supplier
Krazy Konsoles
Tel: 0422 342901

N-RATING

VISUALS 76
Active animation, colourful backdrops and some nice Mode 7!

SONICS 57
A bit lacking in the sound department with average tunes

PLAYABILITY 72
Easy to get into, with plenty of moves and comic book touches

LASTABILITY 63
Too repetitive to provide a lasting challenge but quite fun

FORCE 69
It's been done better before — so shop around!



James can punch and kick his enemies, but they've got spears!

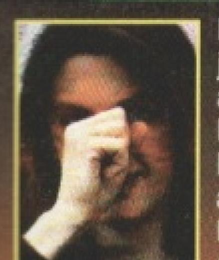
FORCE FAX



The first move to master is the roll along the ground. It comes in handy in many places.

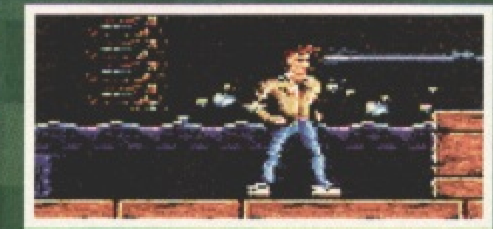


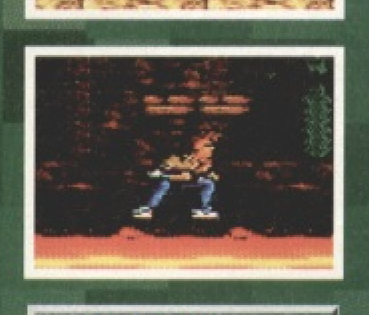
Landing the chopper at the secret base (left) moves the game into the next level.



Prepare to meet the most irritable adolescent ever. He jumps in helicopters causing chaos wherever he goes and leaps from vines punching innocent(ish) passers-by and rendering them well err!.. dead. Although dad hasn't set a good example, at least he does things with a touch more class. Gameplay's monotonous with the helicopter level going on for ages and seemingly getting nowhere. The intro sequence is visually impressive but completely pointless. Graphics aren't that bad, except James Jr looks like someone out of *Beverly Hills 90210*. Avoid like the plague! **ROB 48%**







Producer
Taito
Players
1
Price
£40
Supplier
Zonetec
Tel: 081 471 4810

N-RATING

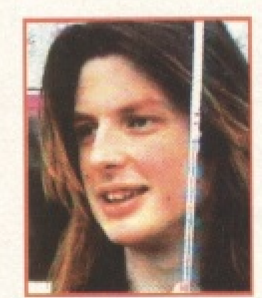
VISUALS 40
Unrealistic parallax scrolling and colourful but tacky sprites!

SONICS 38
A bad remix of the James Bond theme — it just doesn't sound right!

PLAYABILITY 39
Dodgy movement and nasty animation — it soon wears thin

LASTABILITY 35
If you play this for more than half an hour you're very sad!

FORCE 43
A game trying to be two in one and ending up twice as bad!



From platform to platform he leaps, conquering evil and collecting bombs. ROB puts on his platform boots and sticks plenty of cotton wool in his ears!

BOY



The caped crusader is back! No, not that one, I'm talking about the man known as Bomb Jack. Armed only with courage, barefaced cheek and a high-powered cape, he's a man with a mission.

Bomb Jack first appeared in the arcades eight years ago — it was an immediate smash. The Game Boy version has the same addictive gameplay, plus easy/normal options and a slow/normal setting.

The aim of the game is to complete every level by collecting all the rather dangerous bombs and other assorted icons. Even with five continues making life easier this is a tough challenge to complete.

Bombs away!

The trouble with *Bomb Jack* is after the first few levels things get decidedly repetitive. Bomb collecting is the same all the way through, only the patterns change.

There are a variety of backgrounds depicting scenes from around the world including pyramids, skyscrapers and an old mansion. If you're a fan of arcade classics this is a handy portable piece of history for you to cherish.

To newcomers graphics may appear dated and sounds are definitely sub-standard but the gameplay is just so darn addictive! If you're looking for a treat, have a good look at *Bomb Jack*. I'd advise anyone to give it a try.

ROB 82%

Bomb Jack



BOY

Rain, rain go away. Come again another day. CHRIS always loved water, mention tap dancing and he starts boogying on the kitchen sink — what a drip!

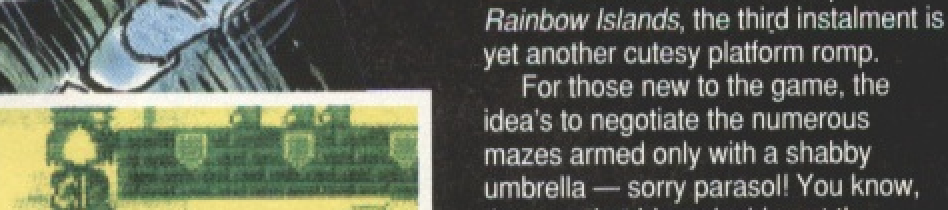
Bub's back in a brand new adventure. After huge success on every format with *Bubble Bobble* and the follow up *Rainbow Islands*, the third instalment is yet another cutesy platform romp.

For those new to the game, the idea's to negotiate the numerous mazes armed only with a shabby umbrella — sorry parasol! You know, the type that blows inside-out the minute there's the slightest breath of wind.

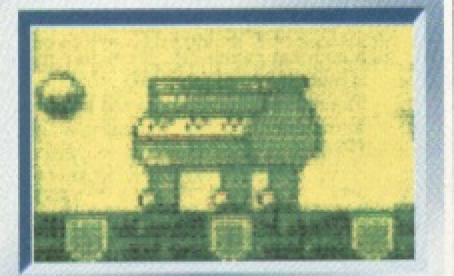
Bub uses his sharpened brolly with all the expertise of a professional commuter on the London Underground. A quick prod is enough to stun the nasty enemies, now skewer the little blighters and chuck them at the other deadly dudes.

Mega drip

There are also magic droplets to pick up. Collect five for a deadly Mega drip zapping most of the evil blighters on screen. The hand held version's



FORCE FAX

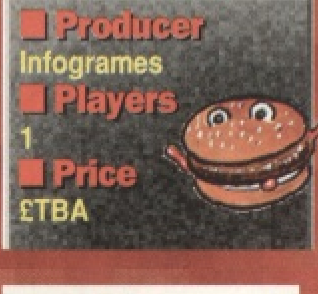


Keep an eye out for pianos and other objects housing the little devils. Once you know where they come from life's a lot easier.

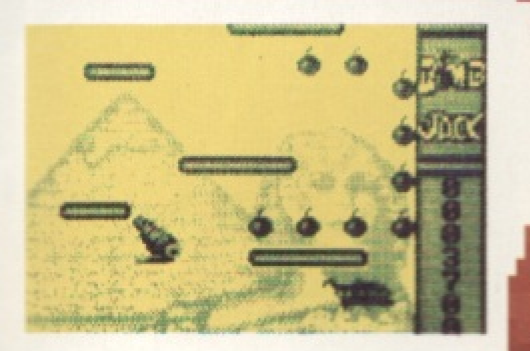
Parasol S

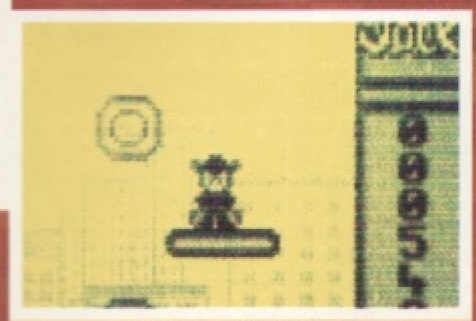


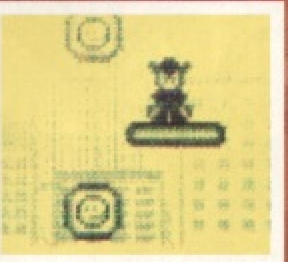
This is the type of game made for the Game Boy. With the mindless fun of *Tetris* combined with a tasty little background tune, the caped superhero bounds all over the screen eating bombs, avoiding nasties and collecting power-ups. The graphics are boring, the sounds naff and each level is almost identical. Why, then, is it so damn hard to put down? It could be because games like this really get on your wick. You know you're going to die, but want to get that little bit further before you do. Buy this — just say goodbye to your sanity. **DOUG 85%**



■ **Producer** Infogrames
■ **Players** 1
■ **Price** £TBA







Freeze the monsters then fly around and grab the coins for extra points.

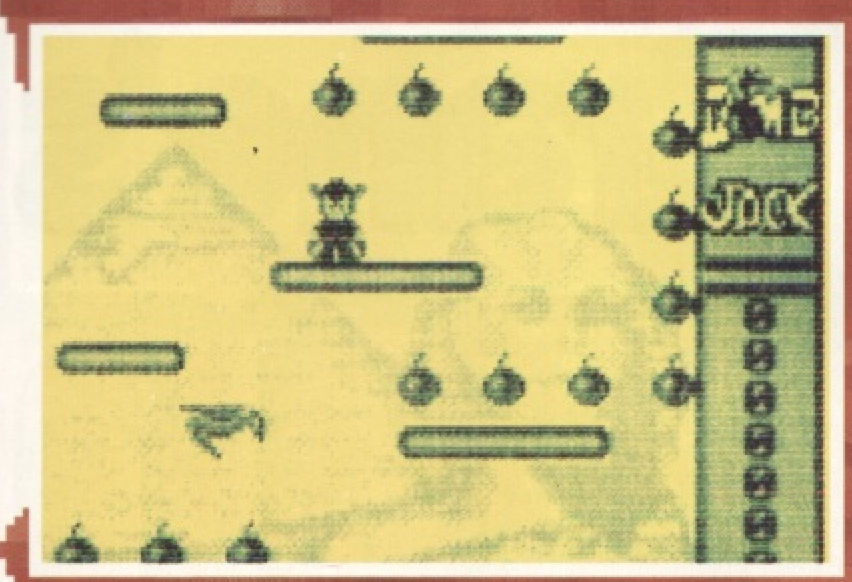
N-RATING

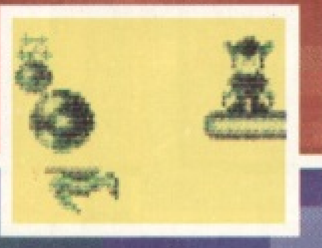
VISUALS	79	Graphics are good, with a collection of pleasant backgrounds similar to the original arcade game
SONICS	53	A little weak, with only a slightly memorable tune
PLAYABILITY	81	Great to control, easy to progress with a plentiful supply of continues to keep you interested
LASTABILITY	76	Gets a bit monotonous — no real change in gameplay — but is very addictive
FORCE	83	A classic of its day still with plenty to offer!

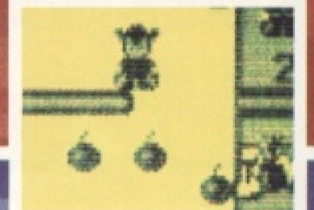
FORCE FAX



Grab the 'P' icon and all the enemies show smiling faces. It's now safe to gobble them up earning a massive bonus.







almost identical to the 8-bit. The most noticeable difference is the graphics. Often sketchy, it's hard to see exactly where the droplets are coming from. I died a number of times because I couldn't tell what was going on — most frustrating!

The sounds are also annoying — quite a disappointment because *Bubble Bobble* and *Rainbow Islands* were both very good. Its strong point is it's lastability, there are plenty of levels to conquer and this is quite a tough challenge.

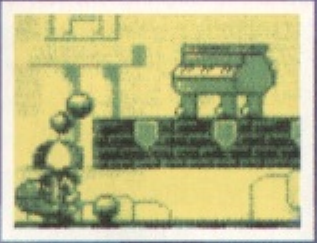
All in all a good title but the idea is wearing thin after two sequels. Let's hope Bub's next adventure is a little more original! **CHRIS 68%**



This is just the sort of game you want for winter — large umbrella (or parasol), lots of rain drops and plenty of pianos. Take Bub, the hero, through level after level of hectic brolly bashing, all in a rather optimistic attempt to save the universe (how you do that with an umbrella is beyond me!) Unfortunately, *Parasol Stars* just doesn't have enough excitement to make it anything special. There's plenty going on with drips to collect and nasties to stick umbrellas into, but I found it very average compared to what else is around at the moment. **DOUG 64%**

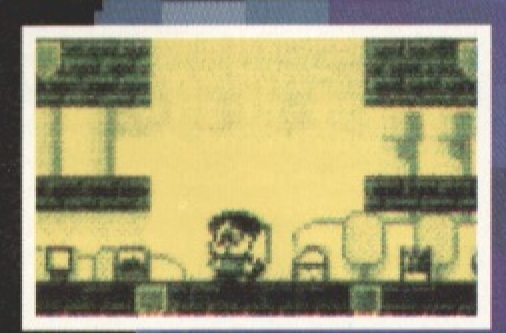
Did you know... ?

Parasol Stars is based on the early 1980s arcade smash, *Bubble Bobble* and its sequel, *Rainbow Islands.* The original features 100 action-packed bubble-blowing levels and became a mega hit. Now almost a decade later the mischievous pair are still going strong — and they haven't aged a bit!



Watch out for evilenemies hiding in pianos!







■ **Producer** Ocean
■ **Players** 1
■ **Price** £24.99
■ **Supplier** Video Games Centre Tel: 0202 527314

N-RATING

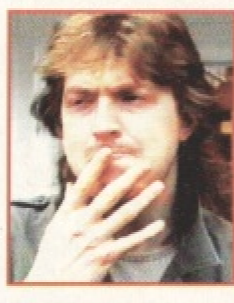
VISUALS	65	Sketchy graphics causes gameplay problems — most annoying!
SONICS	73	Nice tunes throughout — can get irritating after a while
PLAYABILITY	61	A good challenging game, but controls are a little slow
LASTABILITY	76	Lots of levels subdivided into worlds — a good challenge
FORCE	66	An average title — that most people will like and enjoy

tars



David Crane's Amazing T

Out! I cannot believe it man, this place is the pits of the Earth! Didn't you see the chalk dust man? It's 0-30 and CARL just can't be serious!



We've been inundated with calls about this fantastic tennis game, so when it finally arrived I could hardly contain my excitement. I immediately donned my whites and practiced abusing my racquet!

The game's programmed by David Crane, the most successful American games designer of all time. He's won numerous awards, including Designer of the Year, and has hits under his belt like *Princess Blobette*. He's also a flippin' good tennis player and boy does it show!

"At first glance it's absolutely stunning!"

Mighty sprite

At first, and even second, glance *David Crane's Amazing Tennis* is absolutely stunning. The sprites are huge and intricately detailed — well, the one in the foreground is!

Animation is as smooth as a baby's bum and the scaling is astounding — not only clean, but the speed the ball whizzes around the court is unreal. Miss a shot and the ball appears to come out of the screen and clout you right between the eyes!

However, it's not all a punnet of strawberries. The incredible sprite size and gameplay speed taxes the SNES memory to the full, making the range of options extremely limited.

There are four strokes to choose from (topspin, slice, lob and drop shot) with varying angles, depending on joypad position when the racquet strikes the ball. Worst of all is playing from the top of the screen — the sprite shrinks by about 80% making hitting the ball (also proportionally reduced) an absolute nightmare!

Only singles games are available, either against the computer or a friend. Although there are plenty of computer opponents with differing strengths, you can't select one to play — most disappointing!



One of the computer players in action — and boy are they tough! Having run ragged along the baseline this one's going to play a cheeky drop shot! What a git!

Ace

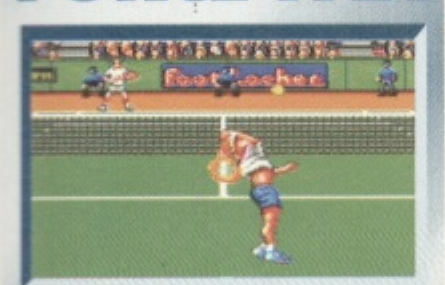
The game's easy to get into, the tricky serving method poses a few problems though. A nifty slow-motion option is available after every shot, but only replays the last couple of seconds — you're often left watching a glorious action replay of the ball bouncing over a tramline!

This is an amazing leap forward in tennis sims but would benefit from more variety. As it stands, it still qualifies in the top two or three.

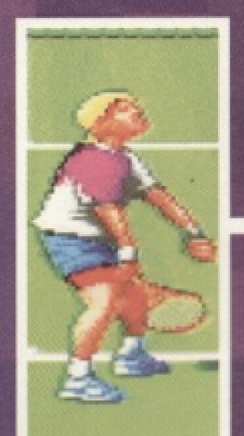
CARL 87%



FORCE FAX



When serving, press [B] for a fast serve (100 mph plus) and [A] for a slower spinning serve. Press once to toss the ball and again to make contact.





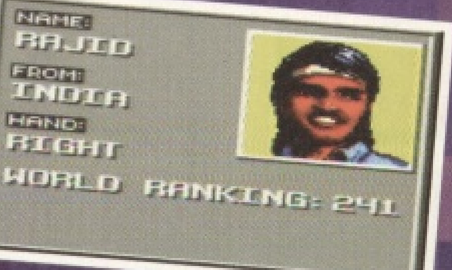


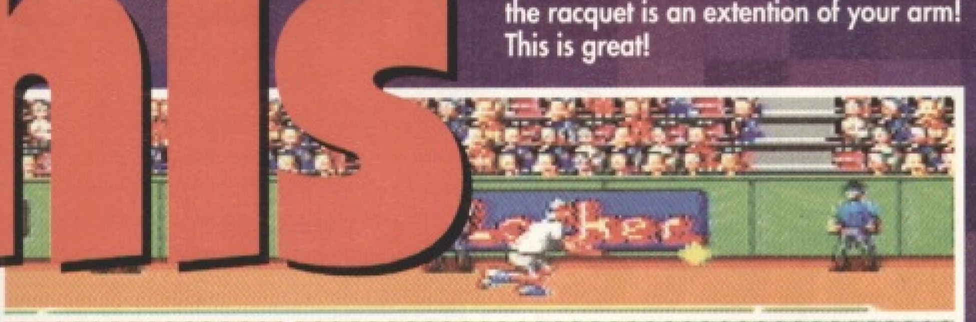


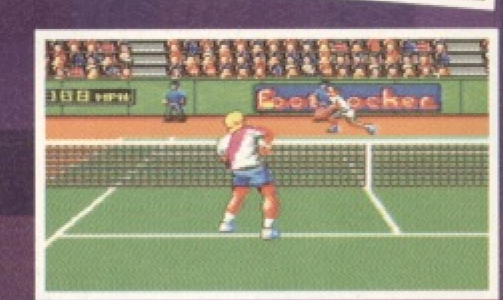


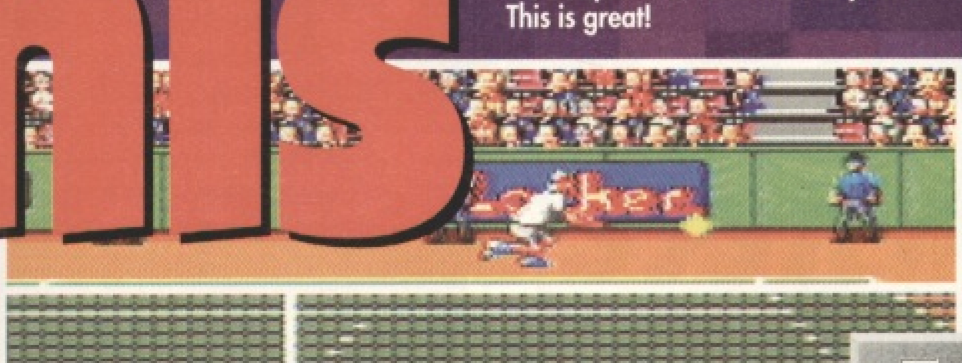
Eye on the ball, wrist locked, remember the racquet is an extention of your arm! This is great!

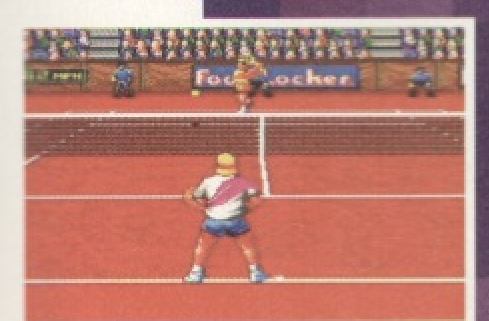
NAME:
ANGIE
FROM:
ESTONIA
HAND:
RIGHT
WORLD RANKING: 39

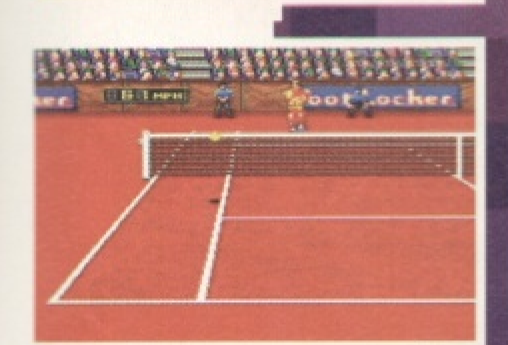














Urrgh! After the Jimmy Connors impression it's time to run into the net and blast a passing shot down the line or whip a quick cross-court volley out of the bag.



Ah! It's here again, the long hot summer days, strawberries and cream and the smell of false turf! Well, I know it's still winter but when you play *Amazing Tennis* everyday's summer! There's the standard one- or two-players but no doubles, which is probably just as well as TV tennis gets a bit troublesome and irritating. *Amazing Tennis* uses an innovative and awesome perspective, impressive enough to rival the brilliant *Super Tennis*. Graphics are wonderful with lifelike figure animation — the running and serving are amazing! Sound's good with crowds clapping and cheering and the American commentator comes through loud and clear. A dream of a game! **ROB 85%**

■ Producer
Absolute Entertainment
■ Players
1 or 2
■ Price
£42.00
■ Supplier
Krazy Konsoles
Tel: 0422 342901



N-RATING

VISUALS 95
Super, fantastic, brilliant and very big too!

SONICS 78
Above average intro tune with sampled FX and speech

PLAYABILITY 87
Serving takes a while to pick up — ground shots are much easier

LASTABILITY 85
Master the controls and you'll play for ages — no doubles though

FORCE 86
The largest sprite with a tennis racquet I've ever seen!

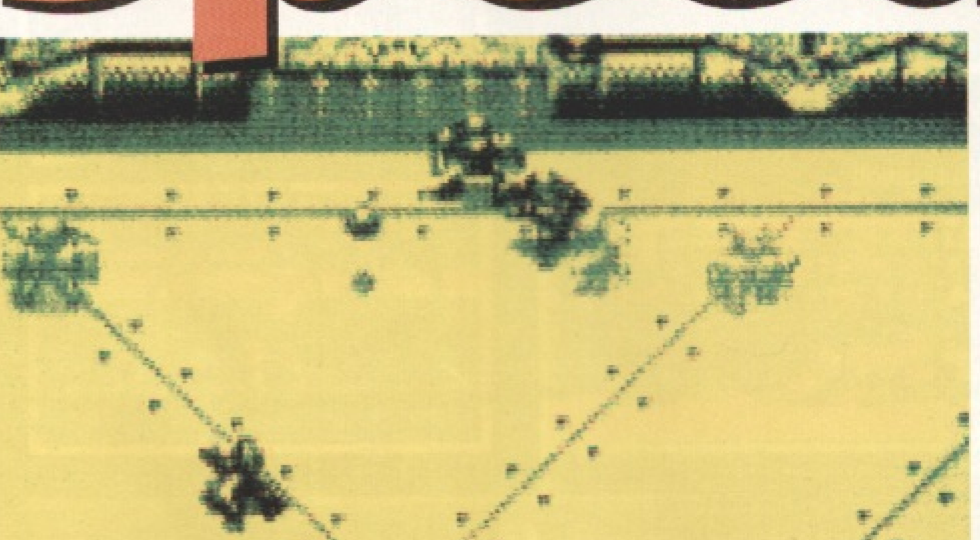


FORCE FAX

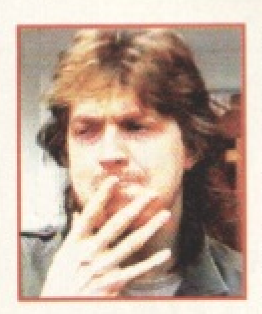


The score multipliers increase every score by 100 percent. To activate a multiplier, throw the ball up the curving ramp.

Speedball 2



Ouch! I think I prefer the old leather ball to this metal one cos it's playing havoc with my feet! Remember an extremely violent film called *Rollerball* starring James 'wot no career since' Caan? Well *Speedball 2* is inspired by the more savage sections of the film — get the picture! This is a sporty beat-'em-up with all the thrills you expect from a load of armour-plated psychos kicking metal balls around a space-age arena. Graphics are well designed and sounds and FX are cool, with crowds applauding and the clink-clank of the ball ringing loudly. Overall, an action-packed game that's a cinch to play but difficult to put down.
ROB 82%



Splat! Kapow! Ouch... mind my toes! Clang! CARL climbs into a dustbin and gets ready for a game of football. Why? I guess it saves on shin pads!

Yet again the Bitmap Brothers bring us another terrific offering on the Game Boy. Fresh from the success of *Xenon 2* their latest release, *Speed Ball 2*, is a futuristic sports sim with class and character.

As you'd expect from the title, the speed of the game is excellent with only the slightest of scrolling problems. In the graphics department it's a definite winner.

So what are the rules? To be honest there aren't that many. Take charge of a team of maniac men in the most brutal contact sport in the planet's bloody history. Hardly surprising then they're called Brutal Deluxe.

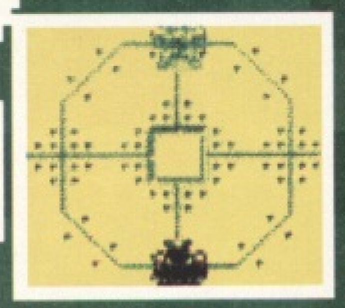
Your job as manager is to take the team through the rigourous gym and training sessions until they're in a position to enter the league and win! Improve the squad by altering the standing roster or making transfers.

Give 'em hell

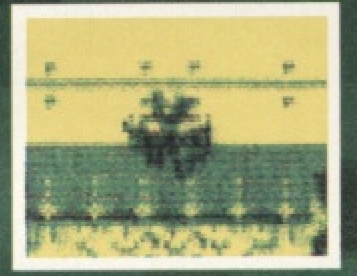
The object's to finish the 14- game season with the best record. Just so you don't get the wrong idea — this is the type of game where points are awarded for knocking opponents unconscious!

Its success is in combining impressive management and strategy sections with fast action — you can almost feel the hits when players bounce off the side wall!

If you're a fan of the Bitmaps then you know what to expect, if not then this will probably convert you.
CARL 76%

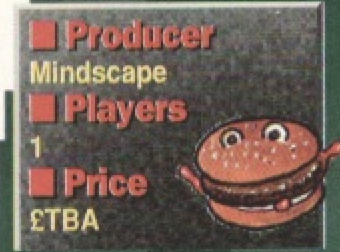


Speedball is a fast and furious game of high-tech football with all the fun and none of the pain.



Get ready for the kick off. Charge forward and don't stop till you score.

Producer
Mindscape
Players
1
Price
£TBA



N-RATING

VISUALS 80
Good fast and smooth — a major achievement to produce graphics of this quality

SONICS 64
Average but only just — some of the FX are pretty dire

PLAYABILITY 79
A doddle to play — controls are easy to grasp

LASTABILITY 78
With the depth of play involved you'll be playing this for weeks

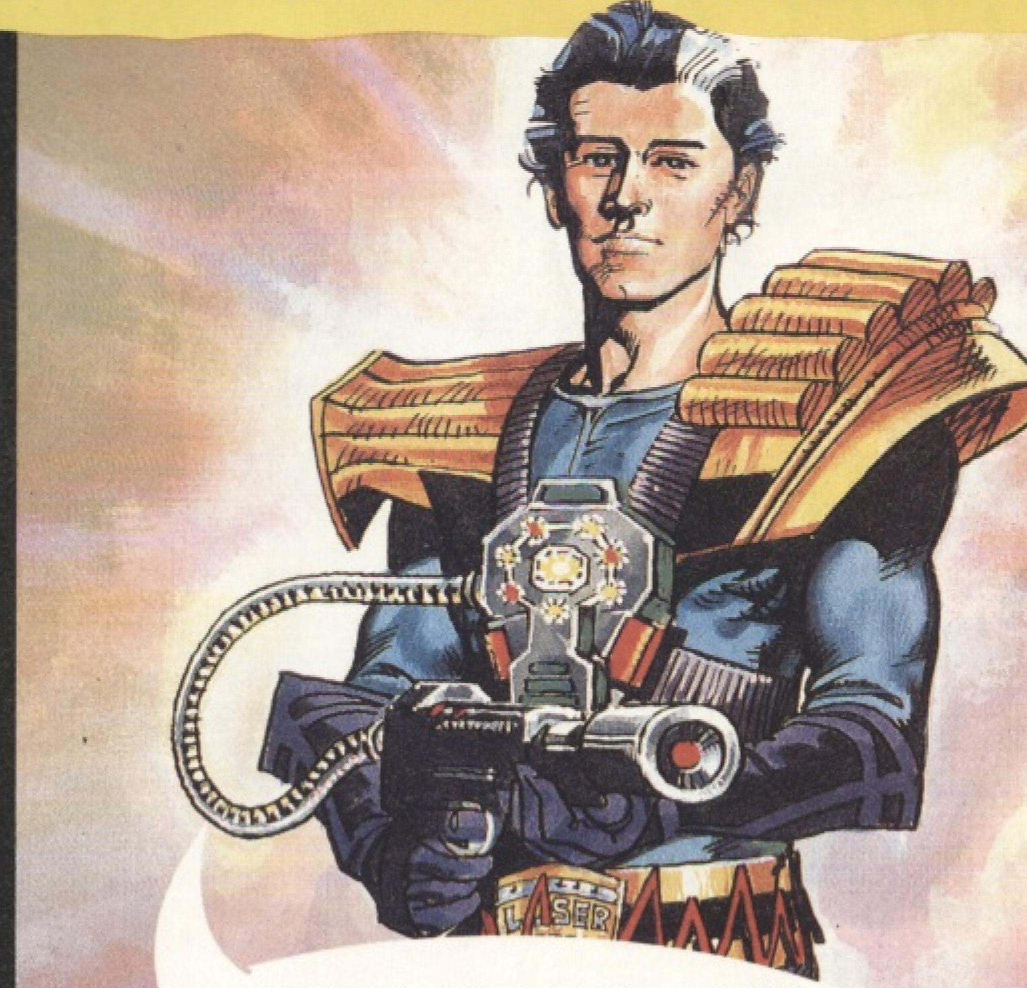
FORCE 79
Plenty of action and decisions to be made — great fun!

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As you pull on your laser pack you become a space age warrior.

Now with over 50 venues across the nation, Laser Quest is the game the players prefer. We launch a new venue every week, one will be opening in your town soon. Watch for details ...and be there.



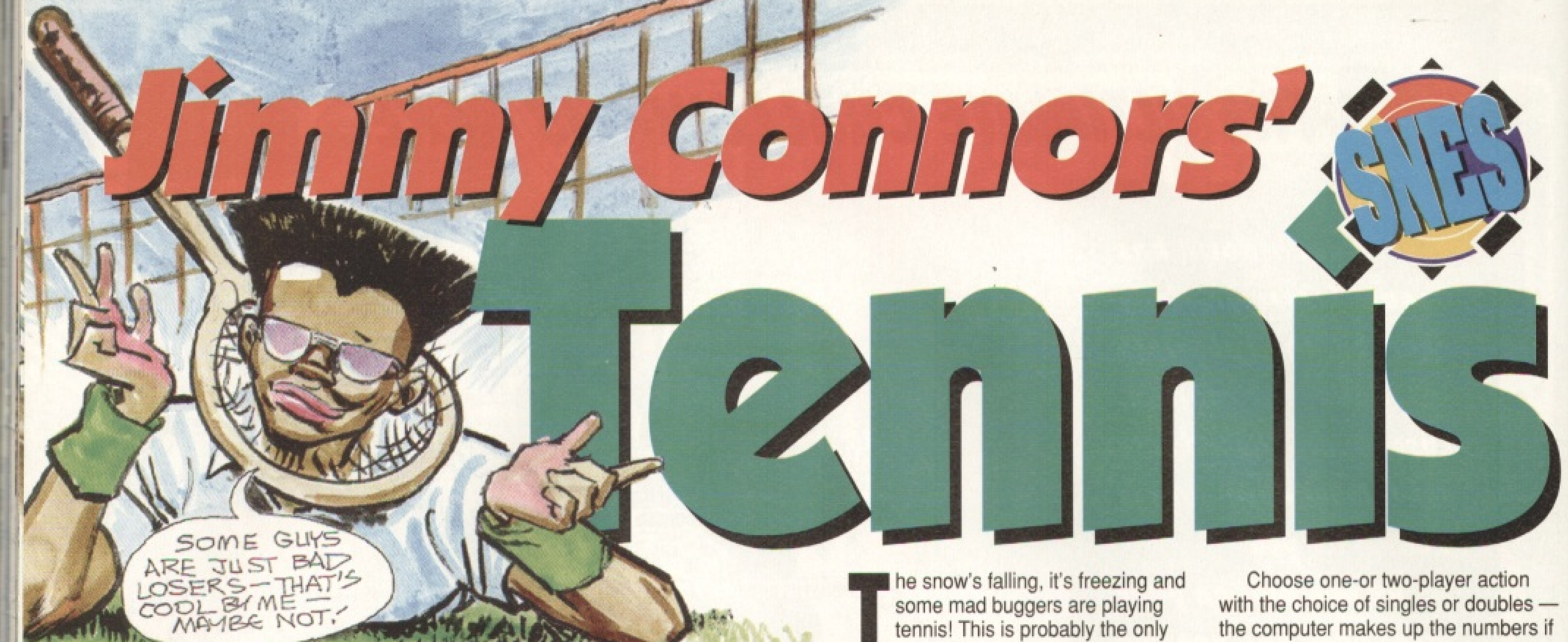
ACCEPT THE CHALLENGE AT YOUR LOCAL LASER QUEST ARENA:

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BOLTON 101 Bradshawgate	0204 388308
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BRISTOL Call for details	061 228 2235
COVENTRY 10c Hales Street	0203 225577
DERBY Roos Sports Centre, Willow Row	0332 202000
DONCASTER Silver House, 14-28 Silver Street	061 228 2235
DUDLEY Ex. Odeon Cinema, Castle Hill	0384 459795
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HUDDERSFIELD 49 New Street	0484 452252
HULL 147 Superbowl, 25 Spring Bank	0482 29685
IPSWICH 12a Arcade St.	0473 286045
KIDDERMINSTER The Old Baths, Castle Rd.	0562 86311
KINGSTON 155 Clarence Rd.	081 974 8484
LEEDS Empire Arcade, Victoria Quarter	0532 347957
LEICESTER 171 Belgrave Gate	0533 531153
LEICESTER 3rd Floor, 2 Dukes St.	0533 471465
LUTON 6-8 Park St.	0582 487401
LONDON 267 Rye Lane, Peckham	071 277 8624
MANCHESTER 58 Whitworth St. West	061 228 2231
MANSFIELD Call for details	061 228 2235
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READING 100 London St.	0734 500988
RHYL Stardust Arcade, West Parade	0745 330554
ROMFORD Call for details	061 228 2235
ROTHERHAM Superbowl 2000, Wortley Rd.	0709 740065
SHEFFIELD 1-3 Market Place	0742 789100
STOURBRIDGE Call for details	061 228 2235
SWANSEA Swansea Castle Laser Drome	0792 653433
WALSALL Intown, off Lichfield St.	0922 33234
WARRINGTON 3rd Floor, Evans House, Norman St.	0925 41522
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ALL VENUES OPEN 7 DAYS A WEEK



THE ULTIMATE ADVENTURE FOR MERE HUMANS



Ahhh! Strawberries and cream, the smell of freshly-cut grass and some maniac throwing his racket at the umpire! ROB spits barley water at the crowd and investigates...

The snow's falling, it's freezing and some mad buggers are playing tennis! This is probably the only tennis game with an 'in the middle of bloody winter' option where your play in six foot snow drifts.

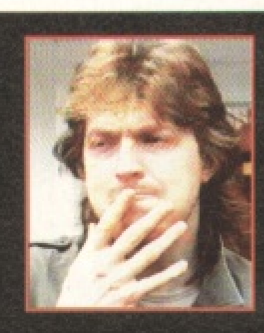
Of course there are the usual clay, grass and hard surfaces to play on, and a huge range of players to choose from including Mueller from Germany, Orgul from France, Tanaka from Japan, Carlos from Spain, Barnaby from USA and Wurzi from Switzerland. For some strange reason there isn't one Brit!

Choose one-or two-player action with the choice of singles or doubles — the computer makes up the numbers if you can't find a mate (a custom-made option for Carl)!

Players have varying degrees of skill listed in each character's menu, and controls are strictly limited with each character functioning identically.

Crowded Court

Return the ball by pressing any of the four joypad buttons. Each one gives a different stroke (lob, slice, topspin and drop shot) providing plenty of exciting



CARL always wanted to make a big impression — unfortunately, carrying a bag of unexploded bombs wasn't the best way!



Dynablaster has exploded onto the 8-bit leaving behind it a trail of destruction and game fiends with very sore thumbs!

The Game Boy version was a flop, so I wasn't looking forward to reviewing it on the NES. However, after turning Rob to cinders and blowing Chris to tiny pieces I began to really enjoy this manic maze game.

Game format's the same as the hand held — clear level after level of deadly mazes sectioned off by barriers. All the mazes are inhabited by an assortment of nasties ranging from mindless blobs wandering in set patterns to ghostly wizards passing through obstacles, disappearing, then reappearing just in time to fry your hide.

Bombs away

Blast the meandering monsters with an unlimited supply of bombs. Set them down where they'll do most damage — along barriers, in the paths of monsters, Hyde park etc.

Once positioned they explode after a small delay, shooting deadly flames in four directions. Anything in the way is frazzled — including you!

There's a hidden exit concealed beneath one of the many barriers, so exploding plenty of bombs is a good idea. There are loads of power-ups — bombs increase the number of explosives you can drop by one, fire increases the length of flames and hearts allow you to explode bombs whenever you like.

Blow up a friend

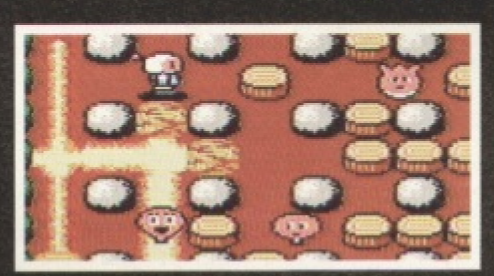
In two-player head-to-head, the aim's to blow an opponent to smithereens! Blast your way through obstacles collecting as many power-ups as possible. Stalking and trapping an opponent requires great skill and strategy — it's a bit like chess with Molotov cocktails!

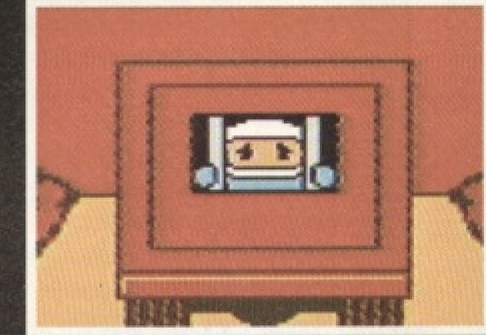
Sprites are small and backgrounds poorly drawn and repetitive. The limp soundtrack doesn't suit the frenetic action and is best turned down or even off!

However, in its defence the gameplay is much improved — the two-player action is a brilliant laugh!

Essentially an average arcade action that lacks excitement as a one-player game but is a good giggle with a bunch of mates. Think carefully before putting this on your shopping list.

CARL 72%





Dynab

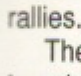
After finally working out the controls, I eventually managed a few sets on the snow covered court — snow covered court?! The game's a bit like Wimbledon, once you get into the action it's a lot more fun than you imagined. There are a few drawbacks — you can't move and hit the ball at the same time! After a few failed rallies and plenty of double faults, I gave up. The action lacked depth — an Andre Agassi option would add much more sparkle to the game! A good effort but not one of my top ten.
RACHAEL 67%

■ Producer
Blue Byte
■ Players
1 or 2
■ Price
£TBA



N-RATING

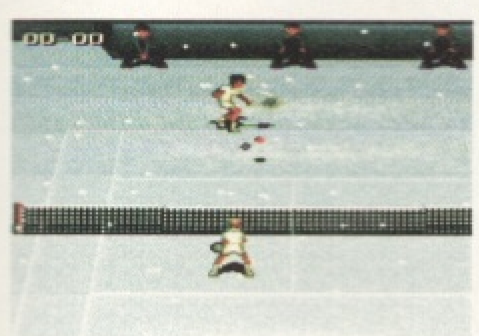
Category	Comment	Score
VISUALS	Well animated characters — sprites are on the small side though	76
SONICS	Limited FX and samples become yawnsome after a while	43
PLAYABILITY	Needs quite a bit of practice, especially serving	78
LASTABILITY	Slow to start but once mastered it's good fun	80
FORCE	Lots of variation and a challenging tennis sim	70

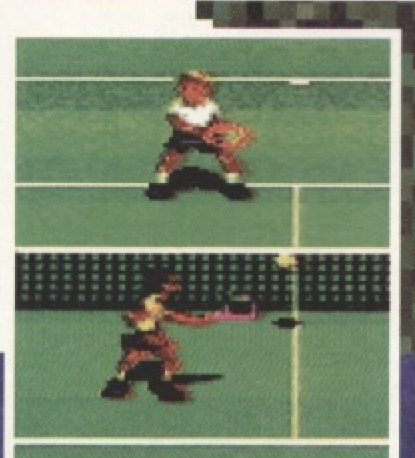


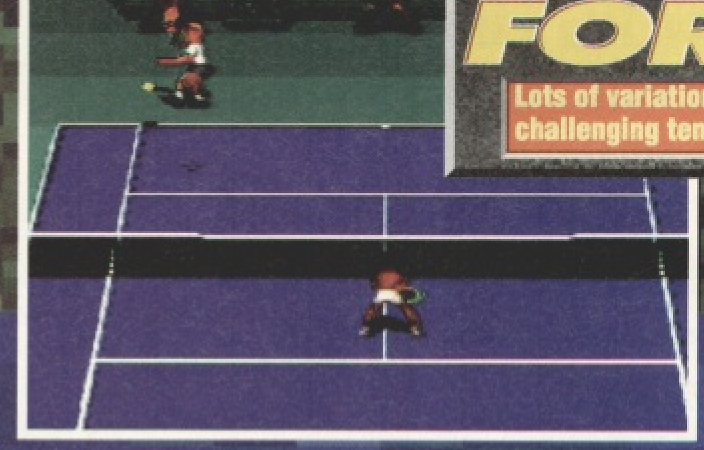
rallies.

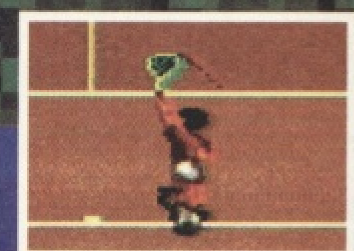
There are loads of different stages to enter — tournament, exhibition match, training and a password option. If you're an armchair-sports fan, the computer takes care of all the running about, leaving you free to sit back and concentrate on hitting the ball!

All in all, an amusing tennis game with a plenty of options let down by the control system which are at times a bit tricky. **ROB 73%**









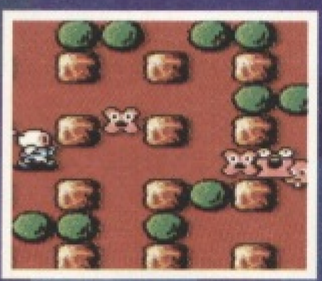






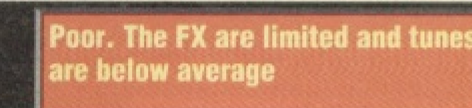


In one-player mode this is nothing special but grab a mate and in next to no time you'll have a whopping big smile on your face. Armed with a handful of bombs, race around the mazes trying to blow up the poor bugger at the other side. If he's anything like Carl, this is sure to keep you giggling for ages. Visually *Dynablaster* is no great shakes and sounds aren't anything special — the kabooms get a bit tedious after a while. But with a friend this sure goes off with a big bang! **DOUG 77%**



Oh no! It's the attack of the pink things. Blow 'em up!

■ Producer
Hudson Soft
■ Players
1/3
■ Price
£TBA
■ Supplier
Playtime



N-RATING

Category	Comment	Score
VISUALS	Nothing special, a bit of flicker but no great problem to gameplay	70
SONICS	Poor. The FX are limited and tunes are below average	51
PLAYABILITY	Easy to play in one-player mode and absolutely great fun with two	79
LASTABILITY	Various modes give a good variety of gameplay, and there's plenty of challenge	73
FORCE	An average title let down by poor one-player action	74





Having avoided the flying manhole covers, search for the car keys. Climb in and take a spin — there's nothing like driving with the wind in your hair!

FORCE FAX



On each level are four hidden sodas, collect them all for an extra life.

Tom & Jerry



You know, it's a dogs life being a cat. Having to live on milk and fish, getting hit with brushes and saucepans and being blamed for the mouse droppings in the fridge. CARL's got those pussycat blues.

Tom and Jerry are my all-time cartoon faves. After the great NES version I was dribbling at the thought of T&J immortalised on the Game Boy. Unfortunately, it doesn't quite live up to my expectations.

Don't get me wrong, it's good — it's just not brilliant. As Jerry, scurry through ten levels of cheesy action. But what's the motivation for the trip? To stock up on Brie? To meet that charming lady mouse you saw last night at the Naughty Rodent club? To take in the latest performance of *The Mouse Trap* at the Palladium?

Stray cats

No, in fact your favourite cousin, Tuffy, is coming to town. But he's late, naturally you're worried — it's just not safe for a young mouse to be out alone after dark these days.

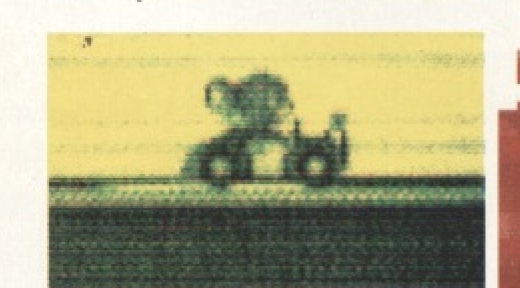
Anything could happen — he could be mugged and have all his cheese stolen, kidnapped and sold into slavery as a eunuch in a laboratory harem experiment. Or worse still, run into that bounder Tom.

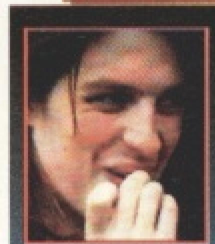
Scaredy cat

As you scamper through the levels, watch out for the crafty cat lurking where you least expect him — behind chairs, settees, boxes and even dustbins! Make sure you've got a stock of marbles as two hits scares him off — for a while at least!

Tom & Jerry is filled with good animation giving it a great feel. The excellent tunes from the original cartoon have your toes tapping in no time. Graphics capture all the fun and excitement of the loveable twosome.

The only disappointment is the unoriginal gameplay — it's very frustrating and really should have had more thought put into it. This aside, it's great fun for all the family. I liked it and so did my Dad! ***CARL 79%***

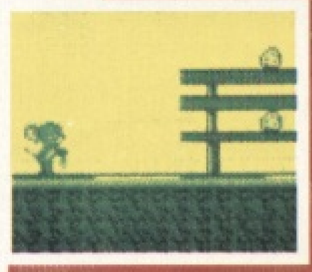


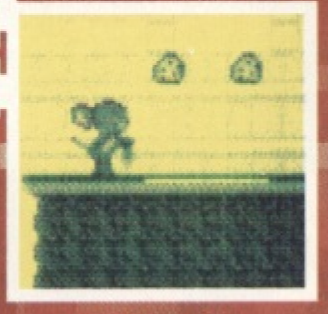


In the good old days, *Tom and Jerry* cartoons were being made faster than poor old Tom could recover from the last one. Now the nutty antics of the double act are immortalised on the Game Boy. You control Jerry — the mouse. Run around the house picking up tasty morsels of food and other little treats. Tom pops out of dustbins and other unlikely places, making the journey much more interesting. The graphics are great and well animated. The unforgettable theme tune brings back happy memories of lazy Sunday afternoons in front of the telly. *Tom and Jerry* is filled with fun, frolics and vicious flowers. It's non-stop madcap action guaranteed to keep you amused. ***ROB 79%***



■ **Producer**
Hi-Tech
■ **Players**
1
■ **Price**
£24.99
■ **Supplier**
Video Games Centre
Tel: 0202 527314





Jerry gets a head for heights and jumps across the deadly gap.



VISUALS 80
Good intros, and flicker-free sprites — great animation

SONICS 81
The intro tune is straight from the cartoon — smart stuff!

PLAYABILITY 70
Control is tricky to get to grips with — should have been better

LASTABILITY 74
Ten levels seems a lot but they're fairly small

FORCE 79
If you love the cartoons this is a must. If not, think carefully.





As the last of the Dragon Riders, defeat the other dragons and save the planet. *Fire Breathers* has a two-player mode, making this one of the best titles on the cart.

Action 52

Four lagers in a pack, twelve breakfast cereals in a family assortment and 100 Status Quo songs in twenty five years. But CARL and 52 games on a cart — now that's value for money!



Producer
Active Enterprises Ltd
Players
1/2
Price
£69.96
Supplier
Dukes Tel:0656 647949

One of the many packages that dropped in to the N-FORCE corner shop this month (well, the postie threw it at Doug's head and peddled off at speed) was a strange NES cart.

No normal cart, it's made of clear plastic and absolutely crammed to overflowing with very dodgy games. What's on offer are 52 NES games — mostly awful with a few average ones thrown in. But before you dismiss this, consider the price — £64.96 means less than £1.30 a game!

> "Crammed to overflowing with very dodgy games"

Same again

If you've got a few pennies to spend and value for money is a priority, this could well be for you. However, if you're expecting the standard of fully-priced carts, be under no illusion — you get what you pay for!

The biggest problem is most of the games are a variation on one of three formats — a horizontal and vertical shoot-'em-up, a left/right scrolling platform type and a single screen per level ladders-'n'-ledges — all that changes are graphics!

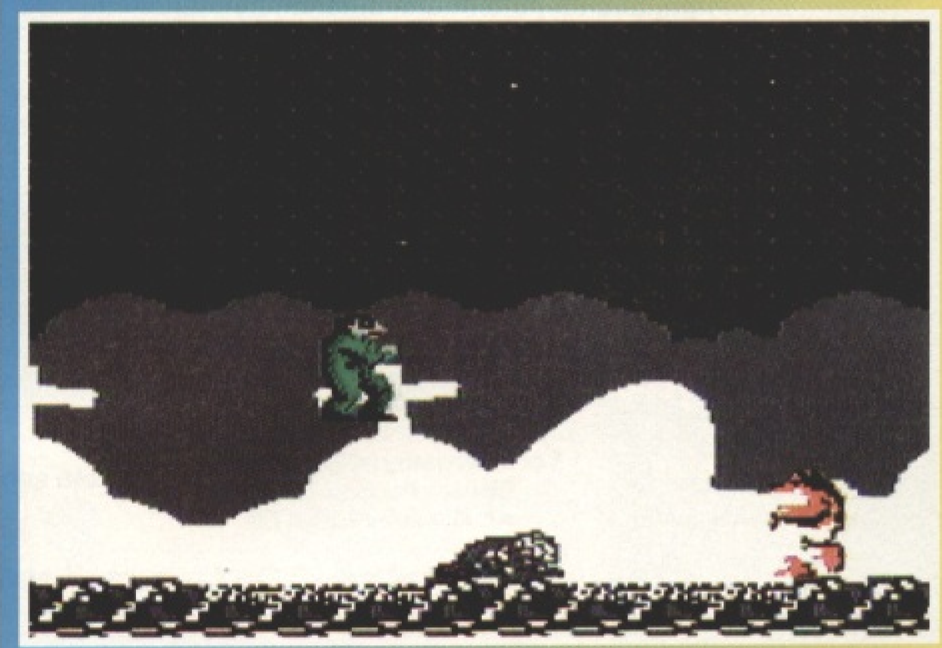
It's a great shame as a few puzzle or adventure games (even text based) would have made so much difference.

Is it quality value for money? I don't think so but you may. One thing's for sure whatever it is there's a lot of it!



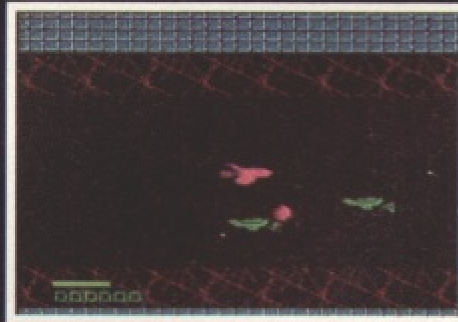
Another class example of the walk-right-and-left-and-jump-a-bit type game! Yes, that is a banana on the floor...

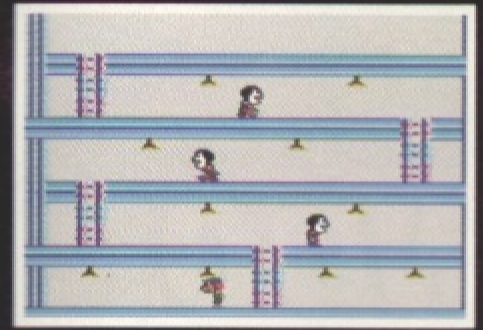
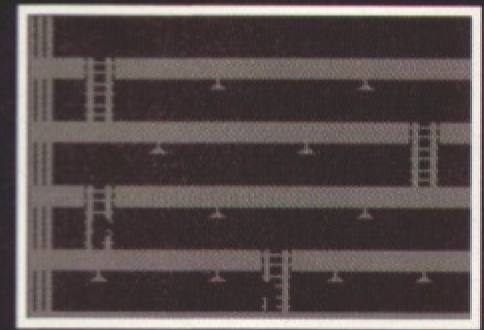
Ze verst...



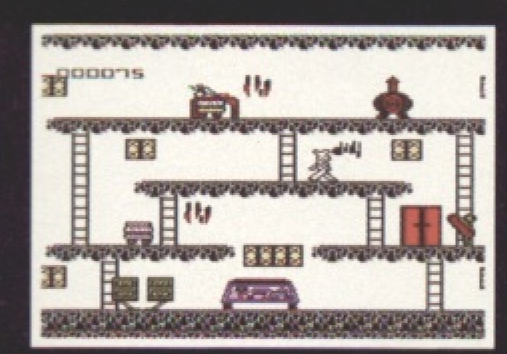
The *Haunted Hills of Wentworth* didn't, as I had hoped, have anything to do with golf balls disappearing on my favourite course. In fact it revolves around a badly-drawn chap jumping all over a badly-drawn background — urrgh!

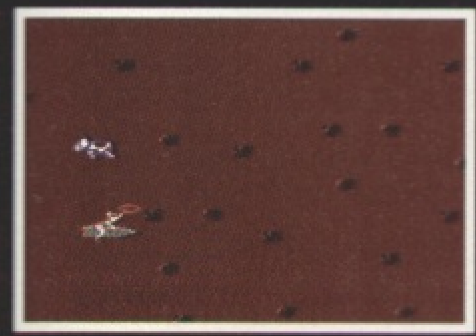

In *G-Force Fighters* scroll up the screen and blast away with a mega weapon. Avoid the blocks — they're deadly!

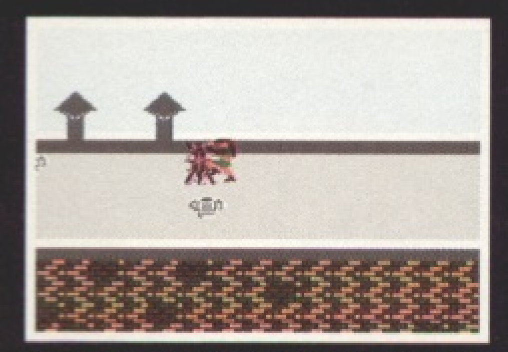

In this wacky shoot-'em-up, fly left to right as enemy ships rocket towards you — not very original but good fun!

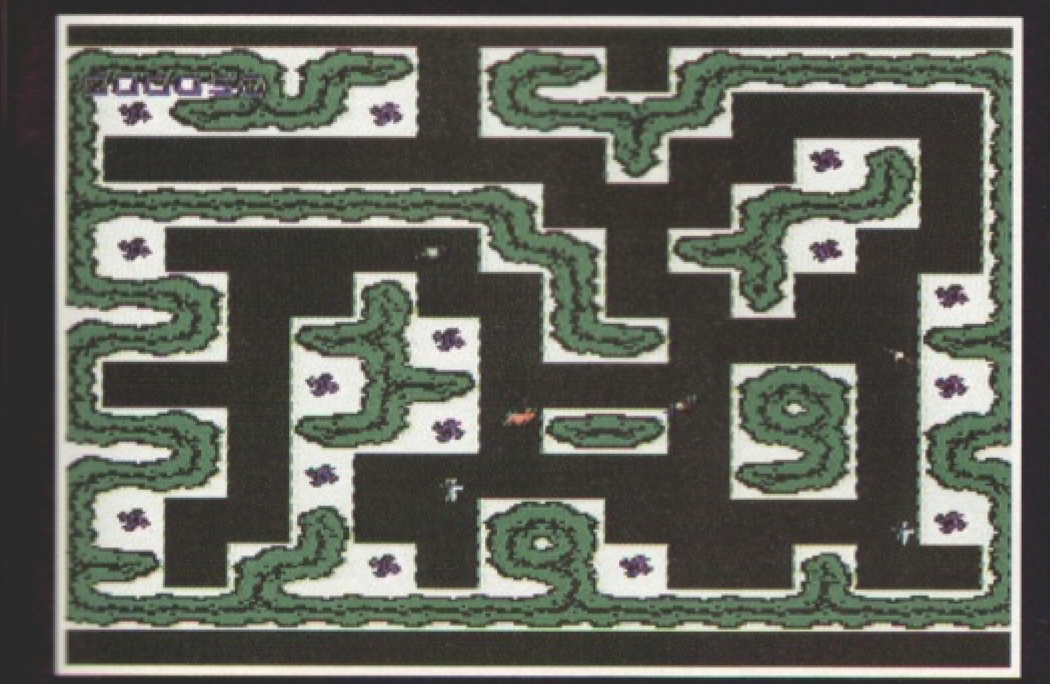


Illuminator is a pretty good platform romp. Rescue your sister and dodge through the many levels avoiding bad guys. It's not as easy as it sounds as unfortunately, the lights keep going out!


In this underwater escapade, don flippers and an aqualung and explore the sea bed — dodge the nasty sharks!


Dodgy dough is the order with *French Baker*. Ladders and larders galore, it all sounds a bit of a stale éclair!


One of the weirder games features a cowboy with a lasso, sitting on a rocket chasing space cows — wacky stuff!

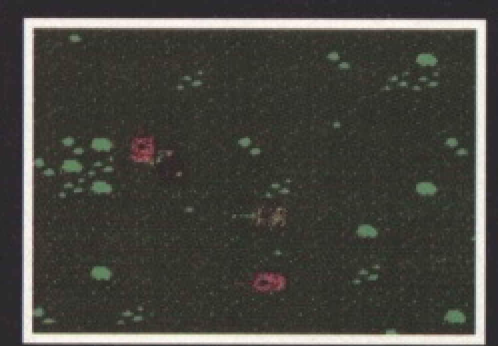

No, *Slasher* is not about answering the call of nature, instead you have to knife people. Nice, eh?

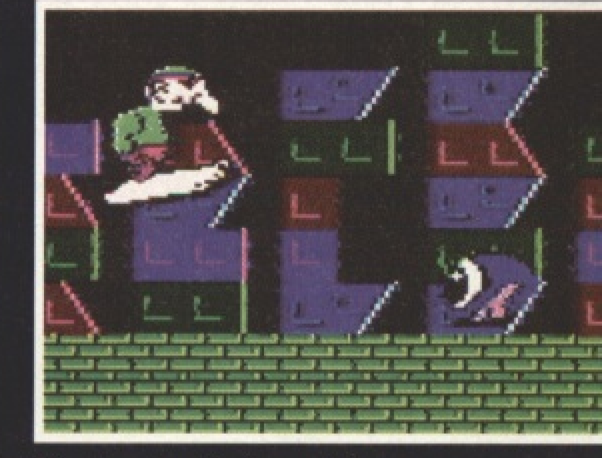


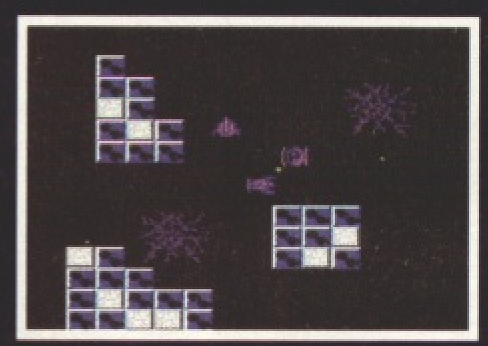
Ze best...



The best of the lot is *Cheetah Men*. This, it has to be said, is an average NES game — complete with plot, introduction, and some fairly reasonable graphics. Underneath this, it's a standard left to right beat-'em-up with the option of using all three characters.

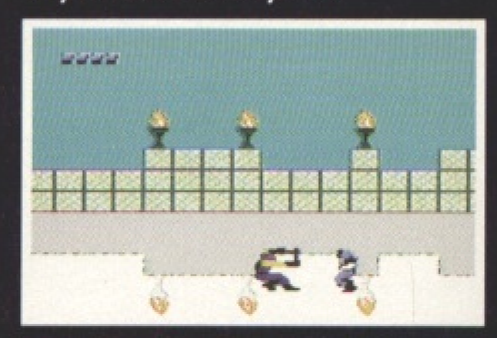

Oh no! More of the same as you flicker around the screen in an attempt to get to the other side — great stuff!


This chap has big feet and then some. All you do as *Mash Man* is jump on others with your huge spoons!


A single screen a stage! Something that hasn't been seen since the Spectrum. It's a poor excuse really!


Robbie must lead the robots against his evil brother Brainy, to save the world. Why? We're not really sure!


This is one of the weaker games on the *Action 52* cart. The action consists of a small sprite bouncing around on a green tablecloth-like surface — stay in the middle to avoid the nasties!


Ninja Assault is a martial arts-style beat-'em-up. The aim is to defeat the tribe of evil ninjas, the Zin-Zan.

A year in the life of N-FORCE

100% FOR YOUR NINTENDO!

What a wacky year 1992 has been. We've had a hooting time here at N-FORCE, from the first issue hitting the streets in June to a strange man with white beard and red sack visiting in December — there's never a dull moment! Join us for a stroll down memory lane...



January

We return from the Christmas holidays to discover that every tin of Baked beans in the office has dissapeared. A shabby moth-eaten American begs us for a place to sleep and a job. We're feeling kind — so Marshal starts work disinfecting the car park! Nick gets a *Super Mario World* cartridge but can't fit it into his Spectrum, so he chucks it in the bin!

February

We finally knuckle down to some serious work. Now recovered from the baked bean crisis, other disasters strike.

A vicious gang of Russian grannies annex part of the office to publicise mental health and pork pie sales. The aged thugs are caught by the police and hung. Marshal is promoted to the position of toilet attendant.

March

There's a sudden urge to produce either a Nintendo magazine or a gardening pamphlet. *Rhododendron Force* is released but abandoned due to harsh frost and a writ from Alan Titchmarsh and Co., fertilising consultants to the stars.

Work begins on a Nintendo mag — N-FORCE. The lads have a whip round for Marshal's birthday and Doug presents him with a golden bog brush and toilet duck!

April

Work begins on N-FORCE in earnest. An office uniform is decided — red dungarees, handlebar moustache, silly red cap and a green dragon. The SNES is officially released in Britain.

Most of the month is spent working out how to switch the SNES on and play a game. At last, lady luck visits us! Unfortunately, she's refused entry to the building as nobody recognises her in that little green Fiat.

May

We're visited by an old man, who leaps on the table and shouts 'beware the Ides of March!' Everybody freaks out — partly because nobody knows what 'Ides' are, but mainly because it's May! Doug thinks the guy may be talking about a Mega Drive and panics, and Marshal finds the *Super Mario World* cart that Nick threw away and attempts to eat it in a cheese sarny.

The old man calls round later and apologises. Apparently, the 'Ides' were on their way but the van broke down on the M1 and they can't make it until next March!

June

The first issue of N-FORCE reaches the shops — John Major, Kylie Minogue and the Queen call into the offices to personally congratulate us all. The 'win Mario's hairy lip' competition is a huge sucess. Top games in the office are *Krusty's Super Fun House* on the SNES and *Bab's Big Break* on the Game Boy.

Marshal takes two weeks holiday and visits the public toilets in Torquay. We humour him and watch his slides!



1992



July

We're plagued by wasps. Everyone gets stung about ten thousand times and the office resembles the set for *The Elephant Man*

The International 16-bit Computer Show is held at Wembley. Nick starts a game of knock and run on the fifth floor of the hotel. Unfortunately, that's where the Mr Universe contestants are staying — Nick forgets to run and gets biffed!

Street Fighter II sneaks into the country. Chris and Chike try to change their names by deed poll to Ken and Chun-Li but are refused on the grounds of the local sand-pit.

August

Issue two of N-FORCE sells by the sack load. However, it's later decided to sell the mags individually — apparently it makes them easier to carry. Nick uses the N-FORCE Club Card to try and buy a new car — Chris spends Thursday night down at the station trying to bail him out! Unfortunately he succeeds.

September

Issue three blasts off, but luckily doesn't fly very far and is returned to the shops. The cover features a cool pic of Nigel Mansell, who says he even reads N-FORCE in the pits.

Carl decides to do aerobics in a river wearing full combat gear, and is offered a part in the forthcoming *Son of Rambo*! Nick has his shades surgically removed to play *The Legend of Zelda* without squinting — it still doesn't help very much.



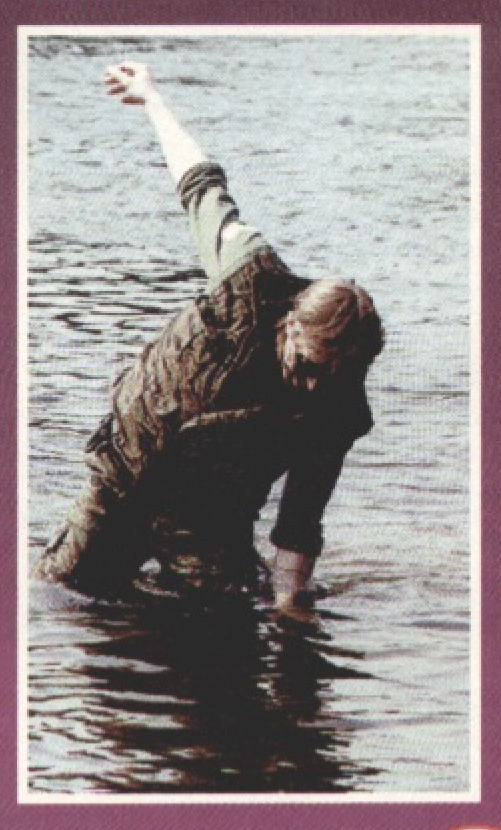
October

Axelay on the SNES and *Street Fighter II* mania has Chris and Nick turning Japanese! Carl starts



singing Christmas carols and wearing a Santa hat thinking it's Christmas — nobody has the heart to tell him otherwise!

After a freak storm the office is completely flooded, leaving everybody very soggy and miserable — except Marshal, who manages to keep warm and dry in the toilets.





November

Super Mario Kart hits the office, breaks a window and bounces off Rob. It keeps us raving for weeks. Doug decides he can't hide his true feelings any longer and with bouquet in hand proposes marriage to Chun Li. She refuses.

The bad weather continues and the offices are still damp, but we use it to advantage and grow some rice. Chris and Nick make a Guy Fawkes and Rob donates his clothes.



December

The team throw a Christmas party but forget to invite anybody. The seasonal issue hits the streets. Doug asks for *Mickey's Magical*

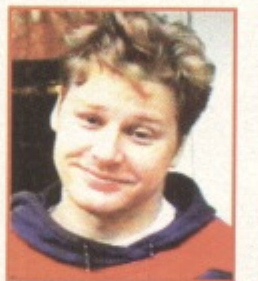


Quest, *Lemmings* and *McDonaldland* in his stocking. Rob spends half the afternoon trying but can't get them to fit.

Everyone leaves for Christmas making sure no tins of beans are left lying around — roll on 1993!

PS: Did anyone remember to turn the lights off?
PPS: Has anyone seen Marshal?

Well that's all folks. We can't wait for next year — can you?!



He's fat, he's smelly, he's got a beer belly... CHRIS doesn't shave very often, hasn't got any anti-perspirants, but he has got an Uncle Frank!

Chuck Rock



When I came to review this prehistoric platform extravaganza I couldn't help but think I'd seen it all before — walk, jump, hitch a ride on a brontosaurus, kill a pterodactyl with your belly (what?!)

It only takes a couple of seconds to realise that *Chuck Rock* is no ordinary platform game.

A huge success on the Atari ST, Amiga and more recently the Mega Drive (aarghh!) this SNES conversion is an absolute stunner — I don't know about you but I really identify with a man with more belly than brains!

Be in my gang!

For those unfamiliar with the legend of Chuck I'll fill you in on the details. The fat Philistine's girlfriend has been kidnapped by the ruthless Gary Gritter — the world's first stoneage glam rock-star-cum-roadsweeper.

Armed with only a short fig-leaf rah-rah skirt and a belly a darts player would kill for, our hero says a fond 'hubba hubba' to his penthouse cave and sets off in search of Gritter!

"There are loads of humorous touches"

One swift thrust of Chuck's beer belly is enough to ward off most enemies. For the tougher level bosses rocks can be picked up and hurled. Rocks also come in handy for reaching seemingly out of reach ledges laden with power-ups. They also make excellent shields — ideal for protecting his head from falling debris.



Rock 'n' scroll

Gameplay is excellent — scrolling's smooth, slick and surprisingly fast! There are loads of humorous touches from the rib-tickling sampled speech to the hilarious animation as Chuck wobbles around the screen. Graphics are soaked with colour and vary from stage to stage. You want more? — you got it!

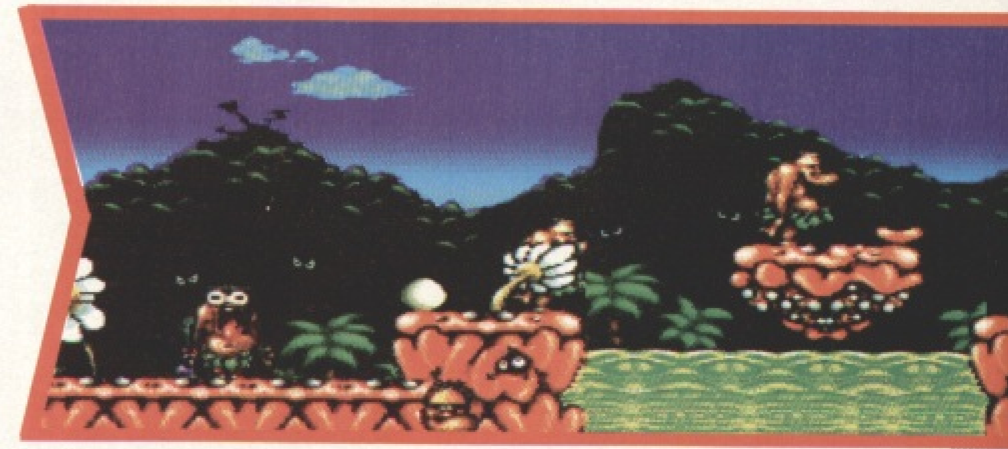
There are a number of mini-puzzle sections adding an extra dimension to gameplay. Many of these (such as the seesaw arrangement in Level One) are the same as the Mega Drive version but will test most newcomers.

Put it all together and you're looking at one of the most charismatic titles to be released in a long time. Guaranteed to bring out the caveman in anyone!

CHRIS 88%









You know me and platform games. I just can't keep away from them. *Chuck Rock* is no exception. I was the first to get my hands on the joypad and you just couldn't get me off! In a nutshell this games a visual treat. Prehistoric plants, birds and thingamejigs wobble and woosh around every level looking fantastic. Controlling Chuck is a little tricky at first, I just couldn't get the hang of using my belly to pop things off— having such a trim figure myself of course! If you want a platform action game with something a bit different to offer, find a nice big club and rock 'n' roll!

NICK 86%



Give the pterodactyl a prod with your belly and he gives you a ride to a nearby platform — what a kind thing!



CAPTAIN CAAAAAVEMAN! The fat bellied bloke goes in search of food. That's a tasty looking sausage!



Riding along on the crest of a wave and the sun is in the sky! This ferry service leaves something to be desired!







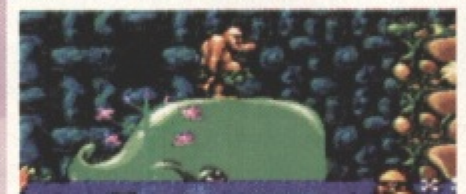
FORCE FAX





To reach the platform above use the dinosaur as a see-saw. Throw a rock on his head and you're propelled upwards!





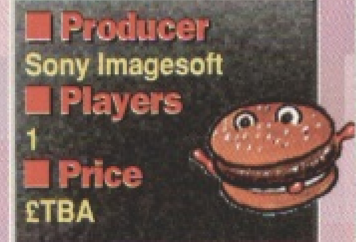






The gorgeous graphics just burst out of the screen with an excellent cartoon style and bucket loads of colour — lovely jubbly!

Producer
Sony Imagesoft
Players
1
Price
£TBA



N-RATING



VISUALS 89
Gorgeous prehistoric backgrounds. Great Chuck sprite and plenty of effective parallax scrolling

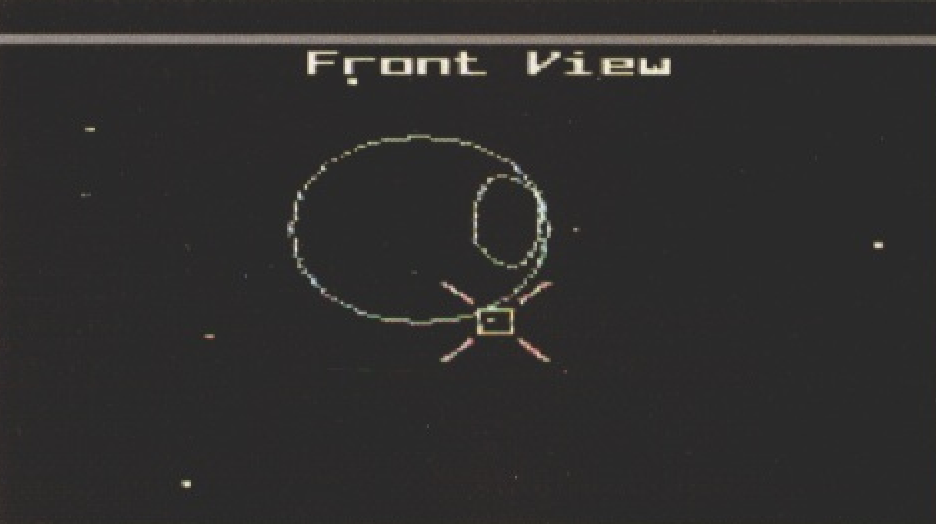
SONICS 85
Rockin' intro theme and stunning sampled sounds. Game tunes keep the action ticking along nicely

PLAYABILITY 89
Superb! All the speed and action of a top platform game plus excellent logical and testing puzzle sections

LASTABILITY 87
Plenty of sub-levels and a good variety of puzzles. Game fiends won't find it too difficult though

FORCE 87
A top notch conversion of a superb game.





Point the crosshairs at that planet ahead and hit the afterburners. If you get there fast enough you won't have to mince with any nasty alien fighters!



Elite





Trade in Tribbles? Naw! CARL loads up with titanium robot slaves, Syrithian panther sweat (168% proof) and goes where no man has gone before — without the aid of chemicals!

Ten years ago I played an absolutely amazing game on my BBC micro. The sheer depth and playability made it a legend in its own life time. Graphically it was advanced, using wire frame vector graphics giving a true 3D feel.

Elite has made the transition to almost every format over the past decade, so when it came into the N-FORCE Turkish bath my immediate reaction was to yawn and think what a blast from the past. I slapped it into the deck and next thing I know it's two in the morning and I've been playing for over seven hours! Addictive is not the word!

> **"Addictive is not the word!"**

How much!

For those uninitiated to this wonderful game — it's a massive trading adventure through a huge galaxy. You're the captain of a Faulcon de Lacy Cobra Mk II fast space-trading and combat craft (wow!)

So the rumour goes, Elite pilots are known throughout the eight galaxies for their expertise in space combat and shrewd haggling.

The aim is to trade goods (food, rare alien species, copies of N-FORCE etc) until your meagre 100 credits blossom into a fortune — a kind of Wall Street in space! The ultimate goal is to stay alive long enough to reach the rank of Elite.

The only problem is that some planets don't like your penchant for robot-slave trading, and some pirates definitely do like your cargo hold crammed with expensive goodies.The idea's to make them come around to your way of thinking with some well-placed missiles

What you have is two types of game in one cart — the travelling between planets where you meet pirates and bounty hunters and trade pulse laser beams, and then the buying and selling of goodies.

Strange as it may seem, it's the 'become a rich capitalist' part of the game which makes it so compulsive. There's nothing better than loading up on cheap radioactives only to sell them to another planet at a ridiculous price.

Hyperspace

Every planet is different and at times the commentary can be quite a laugh.

Put all the components together — the massive galaxy crammed with planets to buy and sell on, the tons of kit to upgrade your ship. And best of all, the vast number of pirates and bounty hunters out to blow you into hyperspace — and you've got one terrific game.

The stock market screens may be basic, and are certainly nothing to look at, but you have to go a long way to match them for sheer addictiveness.

Me? I think it's great, the challenge, the depth, the skill — it's all there. Would I buy it? Without a moments hesitation!

CARL 90%

FORCE FAX



Go to the save game screen, move the cursor to the top right to highlight a hidden commander with all the add-ons for his ship and loads of cash!

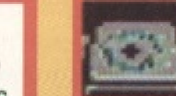


Alien pirates all over your butt and low energy shields — it ain't looking good for the boys on the Faulcon de Lacy...

Control Panel....



Elite Brings up the details of your personnel commander



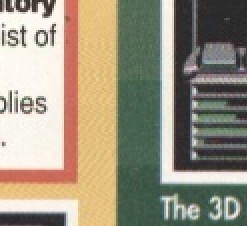
Map shows the relative position of nearby star systems.

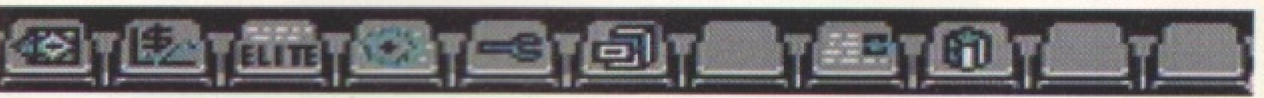


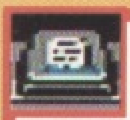
Equip ship connects with the space station's computer.



Inventory A full list of all the goods and supplies in the cargo bay.



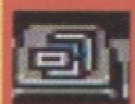




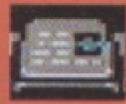
Restart The self-destruct button. Begin game at the intro screen.



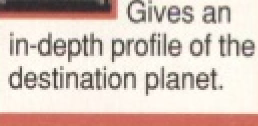
Music For those wishing to fly without the space age sound effects.



Stored position Saves the current game and status.



Data on system Gives an in-depth profile of the destination planet.





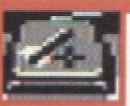
Docking computer Activates automatic docking. Costs five credits.



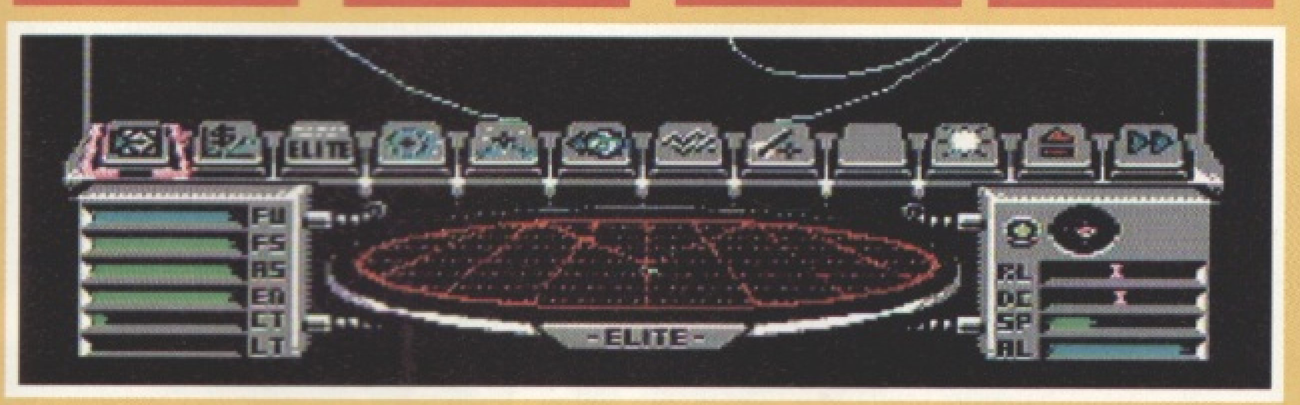
Stock market A list of all trade items available and their value.

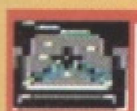


Launch Zooms the spacecraft into space. Perfect for take off!



Arm missile Prepares missiles for action — also disarms them.

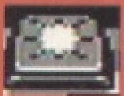




Front view Front-on perspective, toggles left, right and rear.



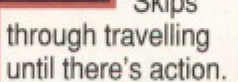
Hyper-space Activates hyperdrive engines for space warp.

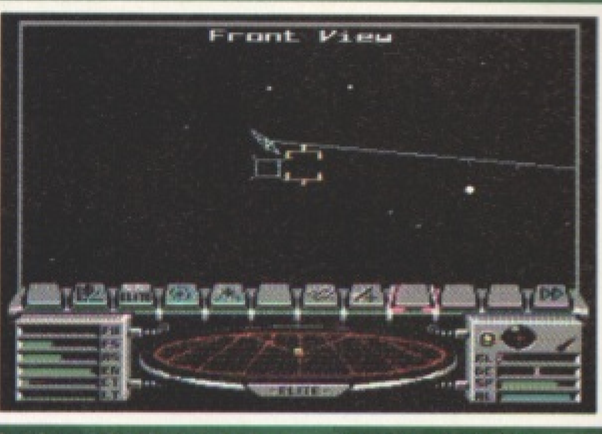


Energy bomb Destroys all ships in the area — works only once!



Fast forward Skips through travelling until there's action.

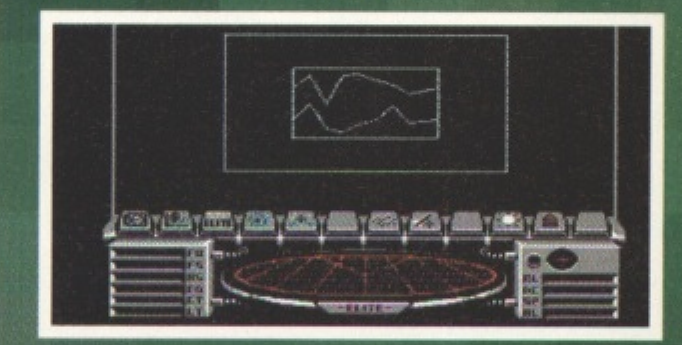




The 3D radar screen takes some getting used to — get behind enemies then place a missile up their tailpipe.

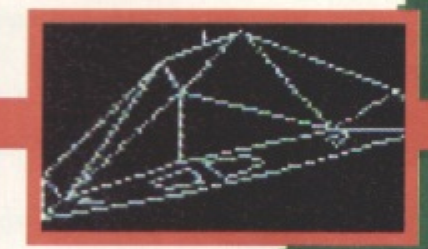


The closest planets. Careful selection of the next destination is important in *Elite*.



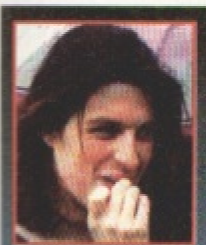
One of the highlights of this game is the spectacular 3D scrolling. In this sequence of four shots we see an alien spacecraft running for cover as viewed from the front view perspective. Clever use of graphics allows objects to be viewed not only from the front, but also from behind and the side.









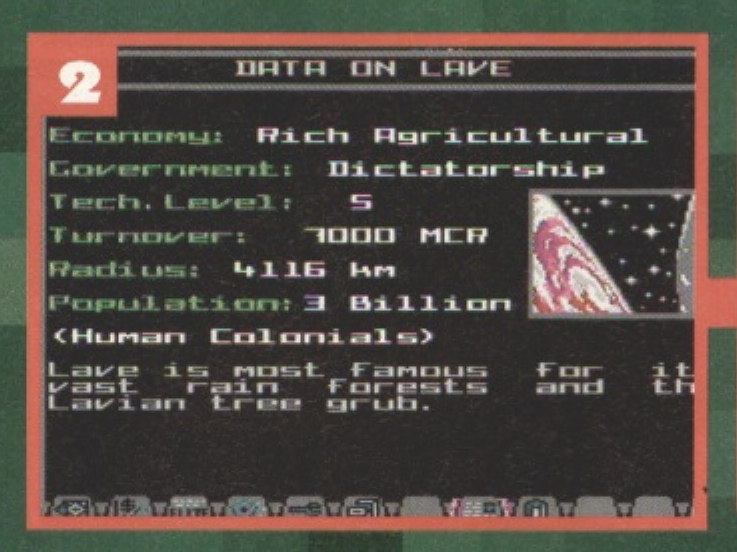


There's nothing nicer than a shopping spree, but imagine a shopping spree in space with the possibillity of making profit and getting attacked by space pilots. Well that's what *Elite* is more or less about. It first appeared on the humble BBC micro way back in the mists of time (well 1984 to be precise), and was stonkingly popular. You definitely have to read the rather tedious book before you can get really get cracking on. The less-than-exciting wire-frame vector graphics are still here, and put to great effect. What the game lacks in graphics, it makes up for in playability. Not really any sound, but that's probably because it's space. Make no mistake, *Elite* is a flippin' cool game. ***ROB 88%***

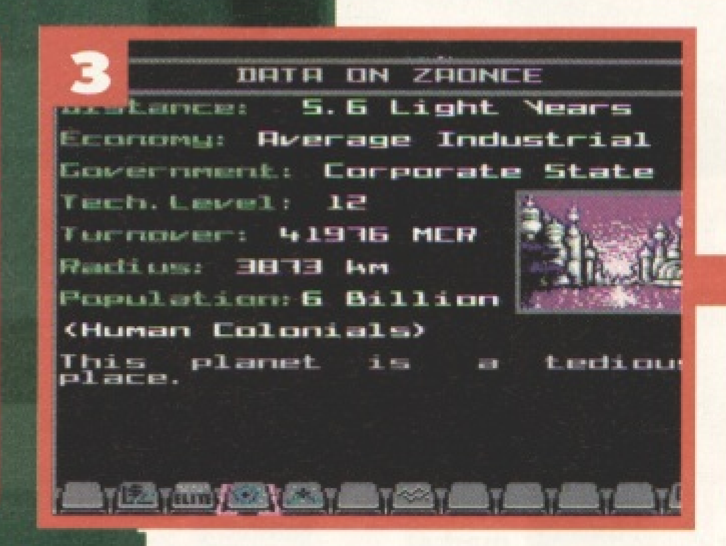
To make maximum amounts of cash, each mission requires careful planning. To get you into the swing of things, follow this step by step guide to making a quick credit or two!



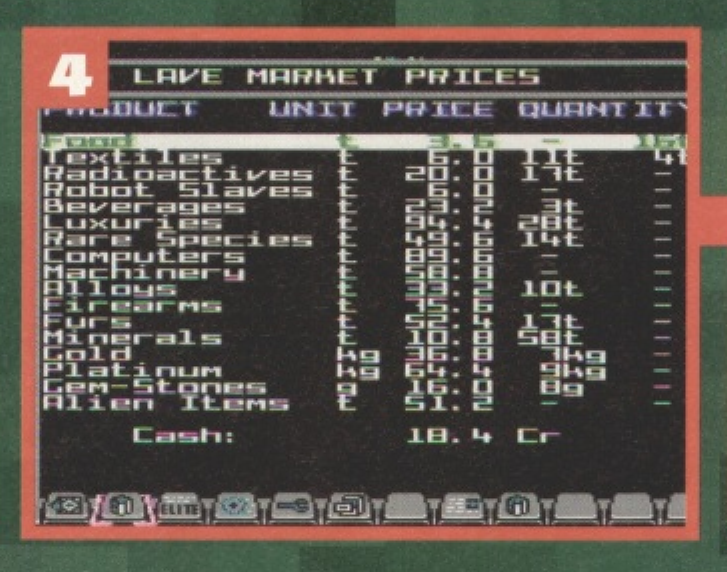
First take a look at the planets within range. The further the planet you wish to visit the more fuel required and the less cash you have to spend on goods to take with you. The small yellow box indicates you're currently docked at the planet Lave.



Bring up the planet description of Lave. As it's a rich agricultural planet, there are likely to be lots of basic raw materials (food, clothing etc.) — that means they're gonna be cheap! Being a dictatorship, this planet runs quite a high risk of having pirates!



Next, look at Zaonce. Having an industrial economy there's a demand for agricultural goods. And the Corporal State government means it's free from pirates so your cargo won't get hijacked — sounds like an ideal place to trade agricultural goods!



4 LAVE MARKET PRICES

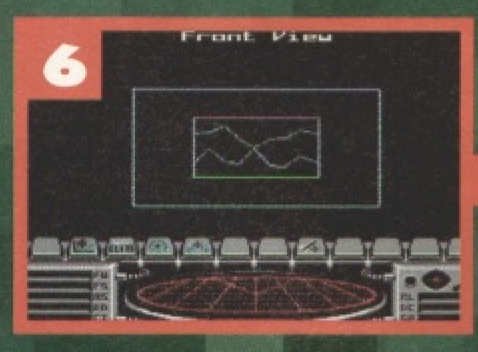
PRODUCT	UNIT	PRICE	QUANTITY	
Food	t	3.6	–	16t
Textiles	t	6.0	11t	4t
Radioactives	t	20.0	17t	–
Robot Slaves	t	6.0	–	–
Beverages	t	23.2	3t	–
Luxuries	t	94.4	28t	–
Rare Species	t	49.6	14t	–
Computers	t	89.6	–	–
Machinery	t	58.8	–	–
Alloys	t	33.2	10t	–
Firearms	t	75.6	–	–
Furs	t	52.4	17t	–
Minerals	t	10.8	58t	–
Gold	kg	36.8	7kg	–
Platinum	kg	64.4	9kg	–
Gem-Stones	g	16.0	8g	–
Alien Items	t	51.2	–	–

Cash: 18.4 Cr

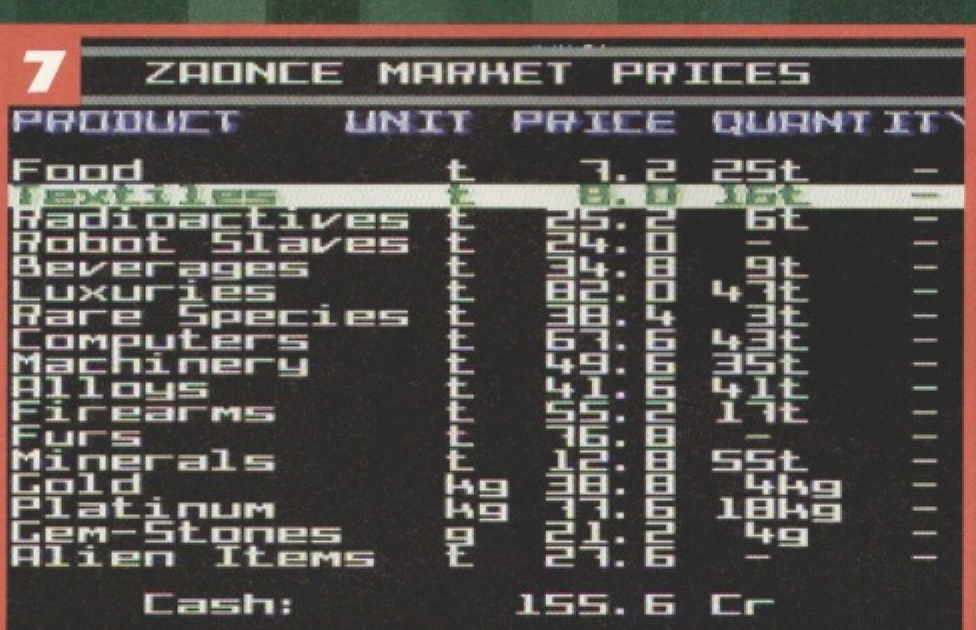
Having decided on the destination and the goods to sell, start buying cheap food and textiles from Lave. We've bought sixteen tonnes of food at 3.6 credits a unit — a bargain! The average price you can expect to pay is about 4.4 credits per tonne.



Make sure you save enough cash for fuel and docking charges. Right, fill 'er up and you're ready to go!



Blast off from Lave and full speed ahead for Zaonce! Watch out for asteroids and space pirates! Finally you arrive with a meagre 8.4 credits to your name — better hope there's a demand for food and clothing or else it's early retirement for Commander Jameson!

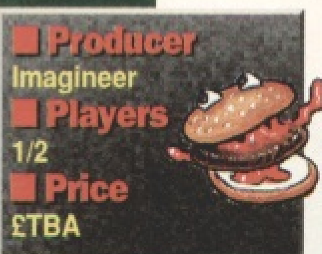


7 ZAONCE MARKET PRICES

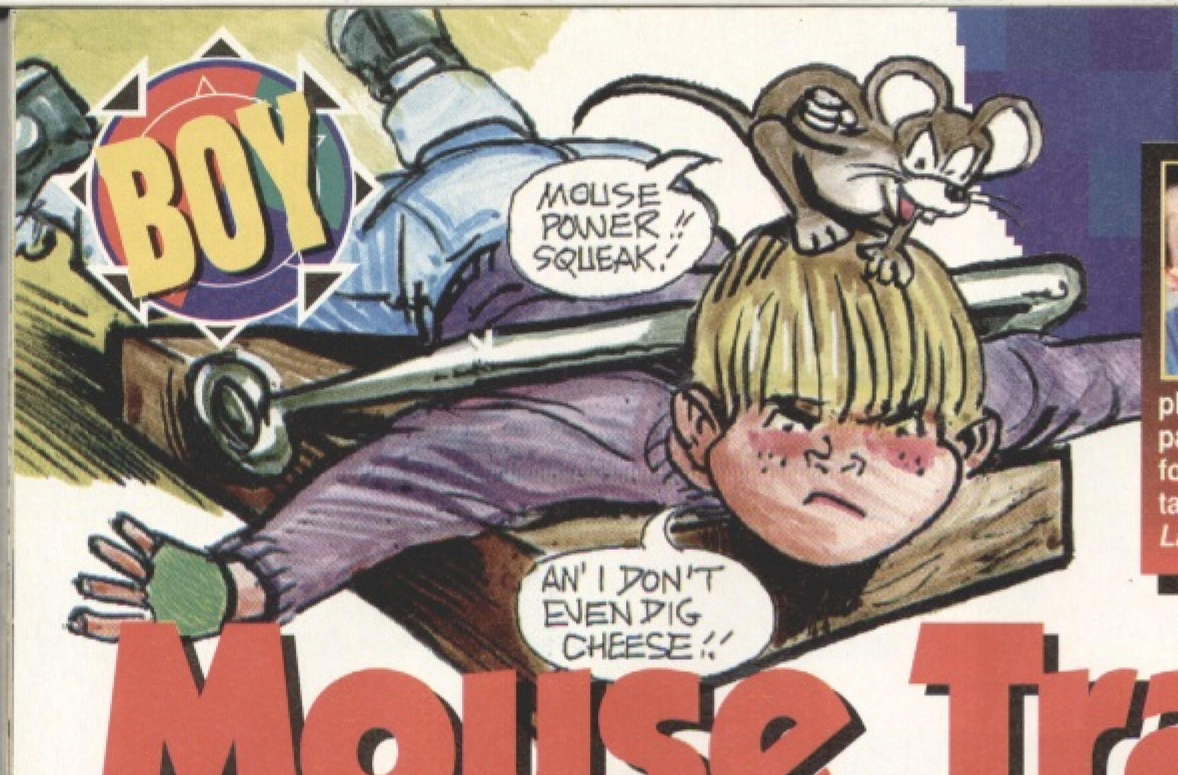
PRODUCT	UNIT	PRICE	QUANTITY	
Food	t	7.2	25t	–
Textiles	t	8.0	16t	–
Radioactives	t	25.2	6t	–
Robot Slaves	t	24.0	–	–
Beverages	t	34.8	9t	–
Luxuries	t	82.0	47t	–
Rare Species	t	38.4	3t	–
Computers	t	67.6	43t	–
Machinery	t	49.6	35t	–
Alloys	t	41.6	41t	–
Firearms	t	55.2	17t	–
Furs	t	76.8	–	–
Minerals	t	12.8	55t	–
Gold	kg	38.8	4kg	–
Platinum	kg	77.6	18kg	–
Gem-Stones	g	21.2	4g	–
Alien Items	t	27.6	–	–

Cash: 155.6 Cr

Hurray! Food's selling for 7.2 credits a tonne and textiles for 8 credits — we've made a fortune! Now what do we invest it in? Robot slaves look good. How about taking computers to an agricultural? Or what about running illegal firearms to a war-torn colony? Then again we could...







I just can't get enough of the *Mouse Trap* board game with all its mechanical horrors and hilarious traps. Trouble is, this game has nothing at all to do with that — shame! Instead *Mouse Trap Hotel* is a portable platform game with plenty to see and do, plus the added bonus of piles of cheese! My main quibble is it's far too difficult to begin. Instead of introducing the player to the action gently, you're thrown in at the deep end without a pair of water wings — not nice if you're a feeble little mouse stuck in a four-star hotel! If you think you're up to another platform game then take a peek (or should that be squeek?) at this. It's not *Super Mario Land 2* but it's quite a challenge. **NICK 76%**

Mouse Trap Hotel



Checking in for the night, the smell of cheese in every room, standing on a chair screaming at the floor. Is ROB a man or a mouse?!

The last thing you want when checking into a hotel is a flippin' mouse running around the place frightening customers. But in this game it's the mice who are running scared from the ruthless residents, who just love to play Rent-A-Kill and mangle rodents.

Moxie avenger

The hero of the story is a mouse called Maxi, who possesses a lot of errrm… moxie — eh? Well, I've never heard of it either but apparently it means a deadly tail!

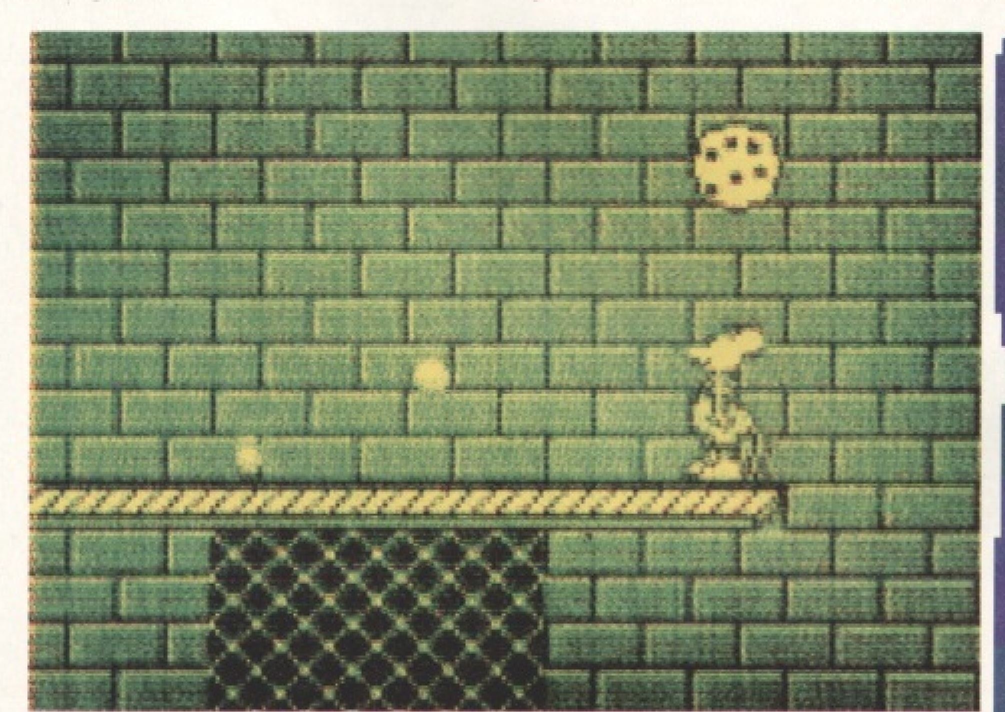
Maxi's pursued non-stop around the hotel by all manner of unpleasant things such as ugly bats, deadly cats and big bad rats.

Maxi starts where most highly-strung rodents do — at the bottom, in the laundry room. He works his way up through the floors to his goal, the Penthouse suite. However, this isn't as easy as it sounds.

Most cheesy

Avoiding nasties along the way, collect scrummy bits of cheese for extra lives and crunchy cookies to boost his lethal tail.

This is a great platform game, a little tricky at first but with a bit of practice it's hilarious. Unfortunately the dodgy control system and patchy graphics make gameplay frustrating. Well worth a look — but don't hold your breath! **ROB 75%**

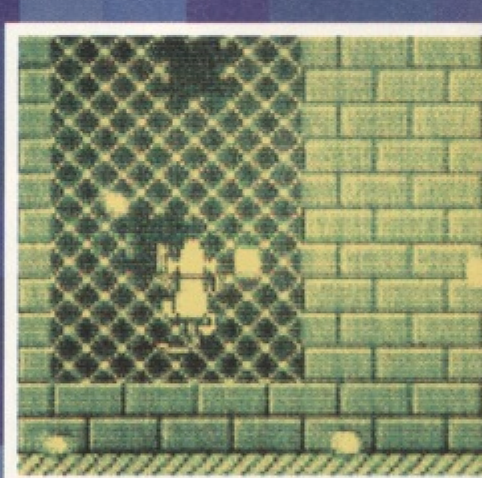


Here's Maxi down in the bottom of the hotel — ahead he's got floors and floors of nasty bats, cats and rats. Things could be worse…

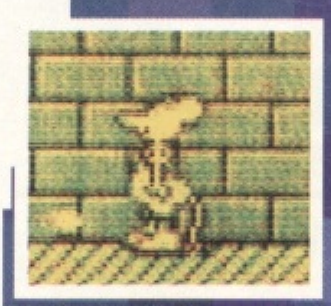
FORCE FAX



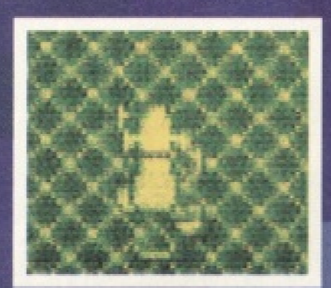
After completing a floor, you can travel on the lift to *any* unvisited floor. The longer your ride the more cheese and cookie snacks you can collect.



Ho hum! Don't ya just wish someone would leave a nice tasty lump of cheese lying around… It's not much to ask for a poor defenceless little mouse!



It's not easy for Maxi the mouse being pursued by all manner of nasties!



Hang on a sec… what's a mouse like you doing climbing a garden trellis in a plush hotel?

■ **Producer**
Electro Brain
■ **Players**
1
■ **Price**
£24.00

N-RATING

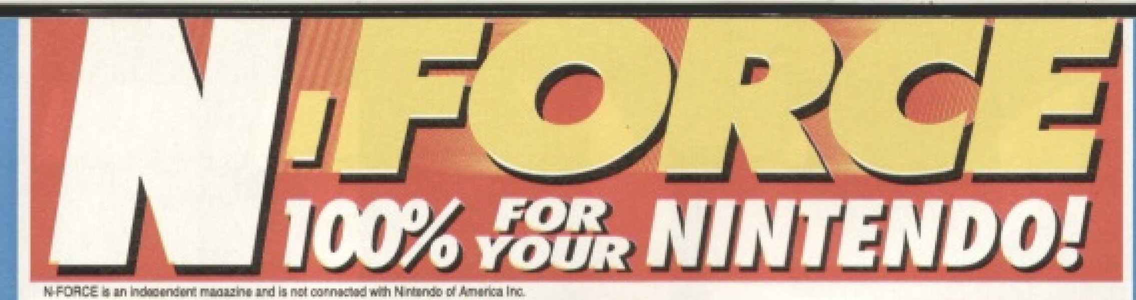
VISUALS 73
Average graphics but poor animation makes sprites hard to see

SONICS 56
Not up to standard — feeble, with no catchy tunes to tap the toes to!

PLAYABILITY 71
A little tricky to control — needs plenty of practice to get it right

LASTABILITY 78
Seven levels should keep you occupied for a long time

FORCE 76
An average title lacking depth and immediacy — shame!



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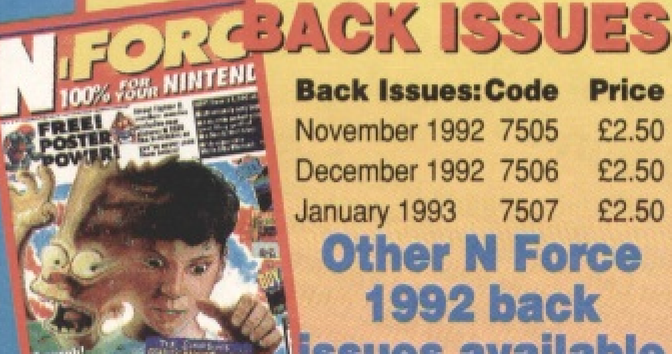


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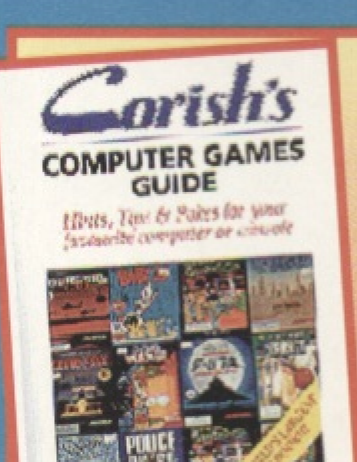
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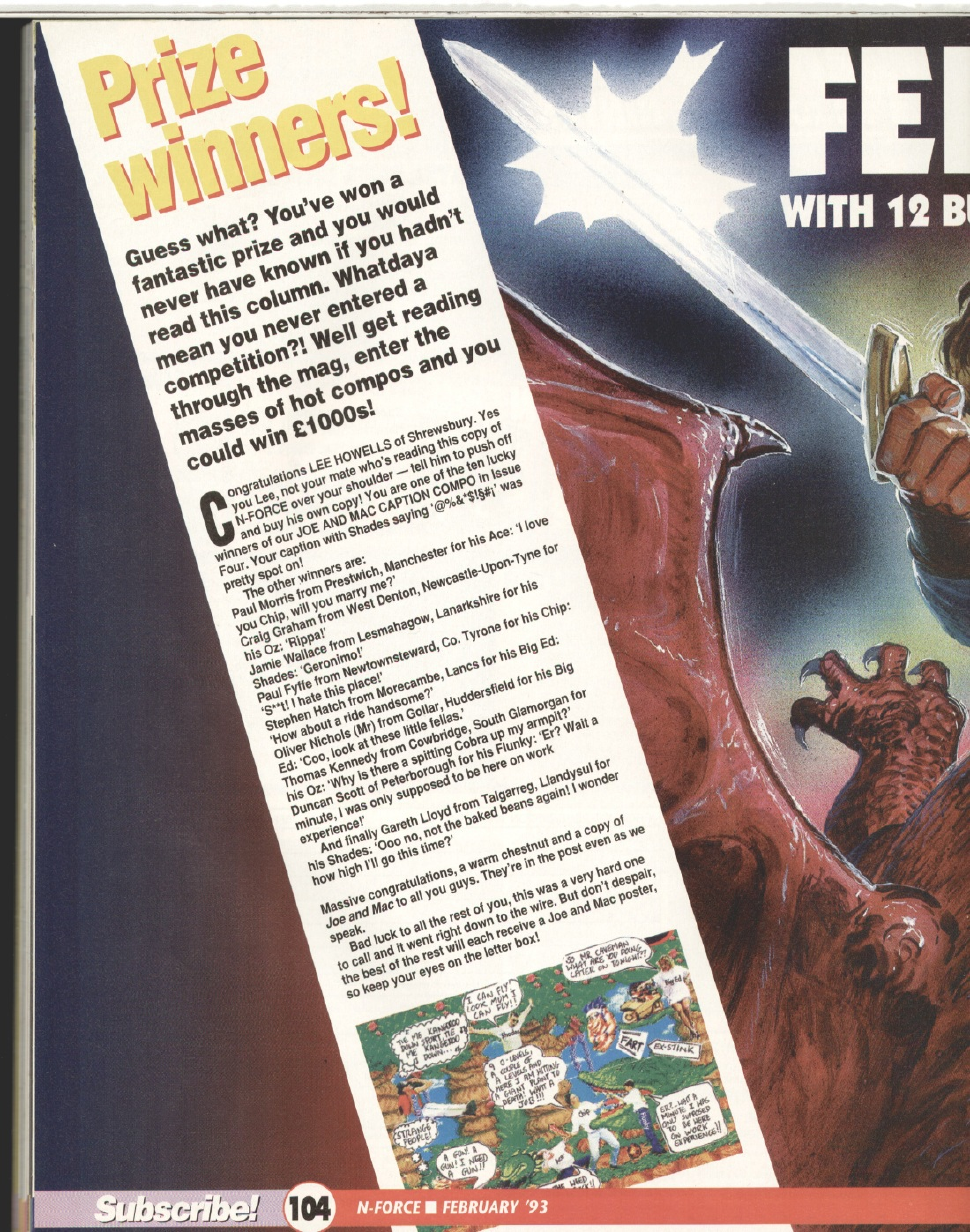
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Prize winners!

Guess what? You've won a fantastic prize and you would never have known if you hadn't read this column. Whatdaya mean you never entered a competition?! Well get reading through the mag, enter the masses of hot compos and you could win £1000s!

Congratulations LEE HOWELLS of Shrewsbury. Yes you Lee, not your mate who's reading this copy of N-FORCE over your shoulder — tell him to push off and buy his own copy! You are one of the ten lucky winners of our JOE AND MAC CAPTION COMPO in Issue Four. Your caption with Shades saying '@%&*$!§#¡' was pretty spot on!

The other winners are:
Paul Morris from Prestwich, Manchester for his Ace: 'I love you Chip, will you marry me?'
Craig Graham from West Denton, Newcastle-Upon-Tyne for his Oz: 'Rippa!'
Jamie Wallace from Lesmahagow, Lanarkshire for his Shades: 'Geronimo!'
Paul Fyffe from Newtownsteward, Co. Tyrone for his Chip: 'S**t! I hate this place!'
Stephen Hatch from Morecambe, Lancs for his Big Ed: 'How about a ride handsome?'
Oliver Nichols (Mr) from Gollar, Huddersfield for his Big Ed: 'Coo, look at these little fellas.'
Thomas Kennedy from Cowbridge, South Glamorgan for his Oz: 'Why is there a spitting Cobra up my armpit?'
Duncan Scott of Peterborough for his Flunky: 'Er? Wait a minute, I was only supposed to be here on work experience!'

And finally Gareth Lloyd from Talgarreg, Llandysul for his Shades: 'Ooo no, not the baked beans again! I wonder how high I'll go this time?'

Massive congratulations, a warm chestnut and a copy of *Joe and Mac* to all you guys. They're in the post even as we speak.

Bad luck to all the rest of you, this was a very hard one to call and it went right down to the wire. But don't despair, the best of the rest will each receive a Joe and Mac poster, so keep your eyes on the letter box!

EL THE HEAT!

BURNING ISSUES OF N-FORCE

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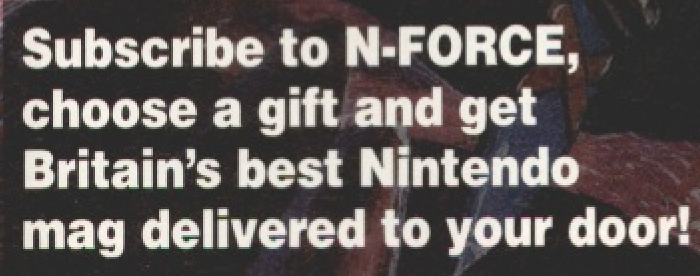
N-FORCE is turning up the fire for 1993! With more pages, better tips and competitions and a huge selection of games, we've got a lot in store for our readers this year.

There's the special *Street Fighter II* schools challenge starting next month — we'll be out on the road finding out who is really the best!

Then, straight from Japan and America, we'll be bringing you the latest news and info on games and console developments as they hit the streets.

And of course we'll be showing you the best games to play and how to play them — dozens of top titles each month.

There are heaps of reasons to subscribe to N-FORCE, and there's no time like now. So don't miss out, and make sure you spend 1993 with us...



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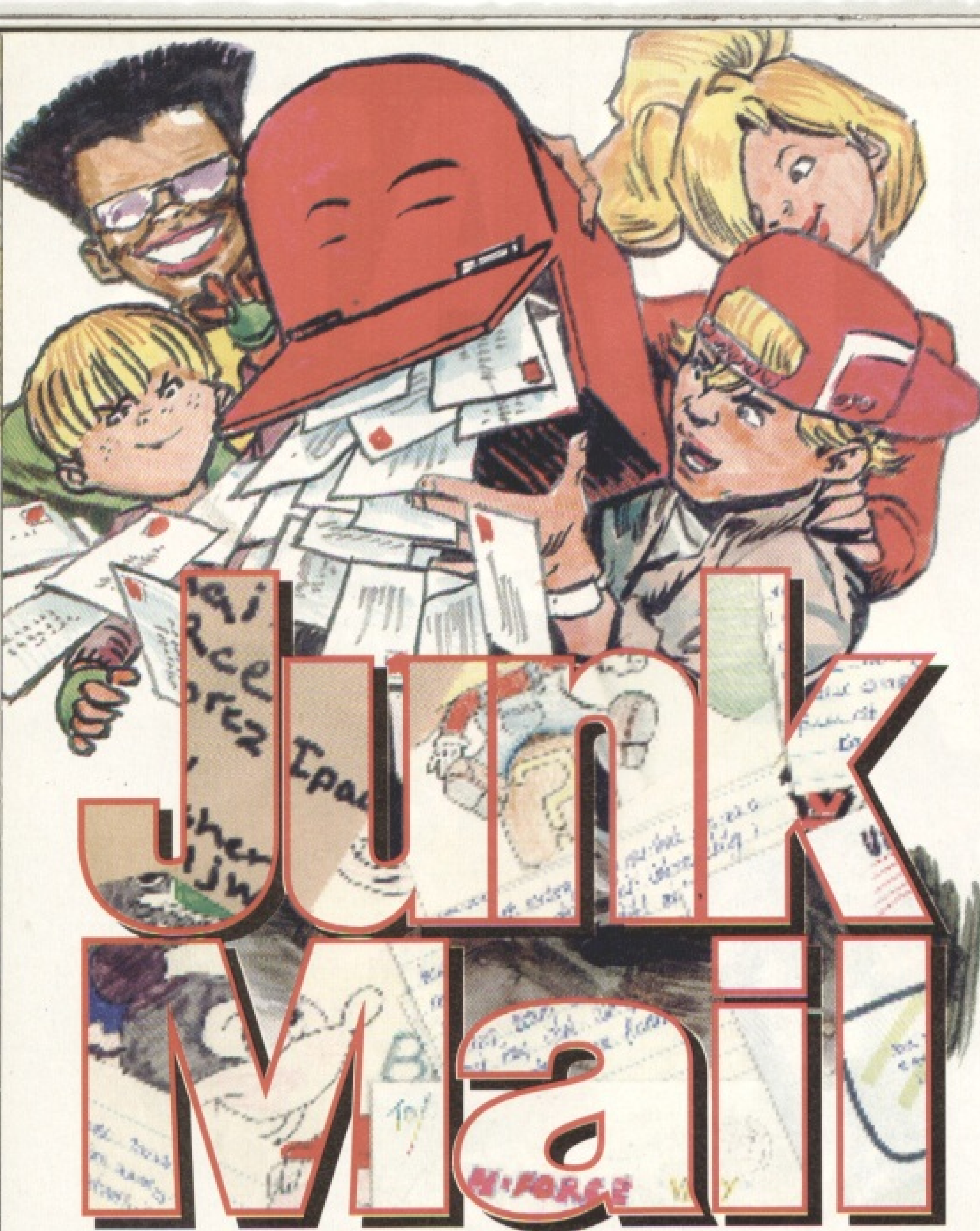
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Gimme a rocket!

I've just bought the SNES *Street Fighter II* pack and I've got an idea for the SNES. I don't know if you have played *Terminator 2: Judgement Day* arcade version or not, but I have and thought it was excellent.

Perhaps you could design a machine gun to shoot enemies and rockets. The companies could design a cartridge so a sight appears.

I would really like the idea to be brought out, I'm sure it would sell well and I'd definitely recommend it to my friends. So please will you let me know if this is a good idea.

■ *James Kitching, Warrington, Cheshire*

■ Take a look at the Super Scope. There are already two or three games for it, and you can blast away to your heart's content.

Gee thanks

I often read your magazine and I have noticed when people write in with an argument, instead of putting them down, like another magazine does, you give them sensible answers. I am also happy to see you don't go over the top with putting down 'Sega', as I find this a very childish attitude.

■ *Alex Walker, Stourbridge, West Mids*

■ Aw shucks, we're blushin' now…

I want some peace!

I'm just writing to tell you you're a huge success in my family. Unfortunately, I can't read my mag without at least one member of my family leaning over my shoulder. I keep telling them to wait until I have finished, but they won't. Can you please tell them to wait until I have finished. I'm at my wits end!

■ *Rebecca Brown*

■ A better idea — tell them to buy their own N-FORCE…

Street cheat?

HELP!! Can you please give me the cheat for *Street Fighter II* so you can use all four end-of-level bosses like Vega and M. Bison. I'm writing on behalf of everyone who owns *Street Fighter II* (all the best people) and if you don't, I'll tell all my mates that your magazine is totally crap and they'll never buy it again.

■ *L Powell, Norwich, Norfolk*

■ We spoke to Capcom (who make *ST II*) last week, and they say there is definitely, definitely, definitely no such cheat. But then we got some hot pics in showing different (have a look in Ace's High this issue). So who's telling the truth? We'll keep you posted… And by the way, tell anyone we're crap and we'll glue your face to a Mega Drive.



It's here again!

The N-FORCE Xpress card could be your ticket to win!! There are fabulous prizes every month! Just match the winning number on your card to the winning number on the line and you get the prize…

Lights! Camera! Action!

Are you a budding film maker? This top-of-the-line Camcorder could put you on the road to stardom!!!



Letter of the month!



What's the 'N' for?

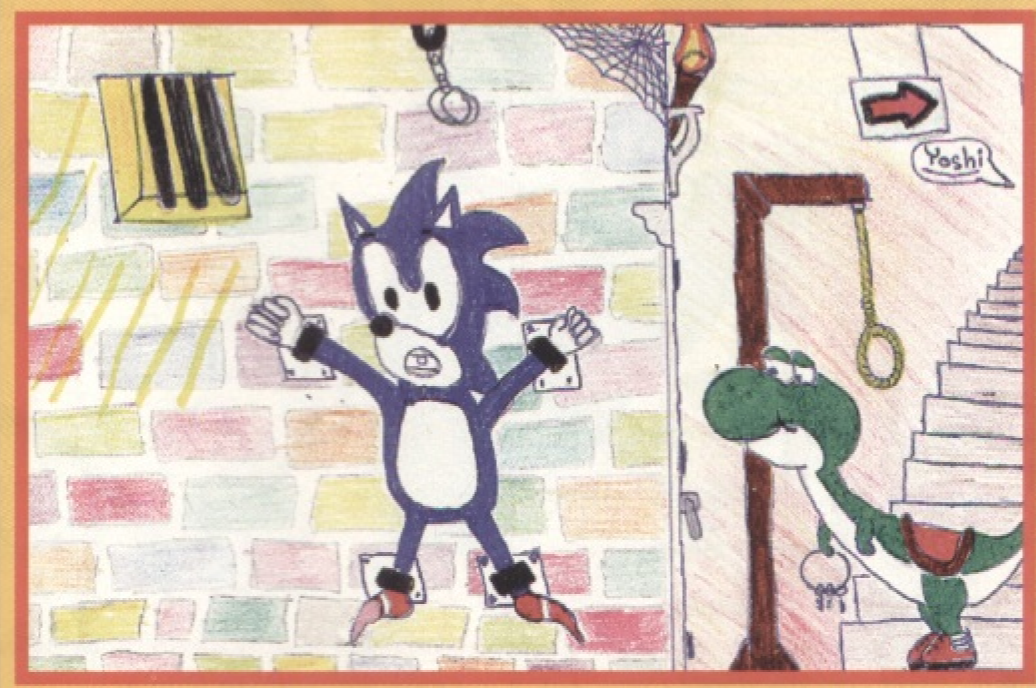
I sent in this picture of Sonic to show you what an idiot he is. I thought there was a competition so I drew the picture, I am 11-years-old and I really didn't want to waste my time. It took a few days to draw it and I couldn't really master drawing Yoshi but with the help of my trusty Boots Christmas offer mag, and of course yours, I put it together.

I really want a SNES because well, words can't say how good they are and I think *Super Mario World* is just absolutely fantastic.

Some people who write in must be pretty thick to say 'Umm N-Force could you please do some reviews on Sega games'. I mean you're called N-FORCE and the 'N' I, myself, and most people think, stands for Nintendo, gosh!! N-FORCE is my favourite mag. Oh yeah, never use the word 'brill'.

PS: *Street Fighter II* is excellent — I also love the *Street Fighter II* poster.

■ *Paul J Cochrane, Blackpool, Lancs*



■ Yep, Sonic is pretty sad and no, we ain't got a drawing compo at the moment, but have a T-shirt on us anyway. As for 'what does the N stand for?' it could be Noodle, or Nectarine, or Nozzle. If there are any other suggestions, let us know. And by the way, thanks for your brill letter!

Ian Cormack (11) of Ross-shire sent in this pic of his patent do-it-yourself earmuffs. Come on, we know it's your sister lying behind you!

Plastic pouches?

I must admit I'm not a fan of writing letters, but on this issue I feel as though I must.

I usually buy your mag each month but unfortunately some past issues have got torn and tatty looking.

When I bought Issue 6 I noticed a plastic covering holding the mag and the poster. I tried putting Issue 5 where the poster went and to my delight it fits, keeping them in great condition.

Can I suggest that each month you put the magazine in this sleeve with a poster or just the mag on its own. I'm sure other readers would agree. I

Say What?!

Who was the pratt who asked you to do Mega Drive reviews last issue?
■ ***Dave Warson, Hayes Bromley, Kent***

By the time I get to Level Four, all my turtles have run out of energy.
■ ***Aaron Kellett, Hampshire***

If you don't print this, I will be forced to kill my console with a sledge hammer.
■ ***Mark Griffin, Swadlincote, Derbyshire***

In another magazine I saw Mario in *Street Fighter II*. Is there a cheat for this?
■ ***Graeme J Porter, Leicester***

Yo! N-FORCE is really awesome, nach…
■ ***Marshal, New York, USA***

Just in case I win a T-shirt, my size is medium.
■ ***Mihir Patel, Forest Gate, London***

But please, could you tell me what does £TBA mean?
■ ***Alex Walker, Stourbridge, West Mids***

If I had my way I'd ban all words like fabbo, scummy and worst of all *Sonic 1, 2 and 3*. Eeeek!
■ ***Paul Cochrane, Blackpool, Lancs***

Your magazine sucks big lemons and I'm never buying it again.
■ ***Paul Smith, Hackney, London***

Can I buy two *Street Fighter II* books for £2? And sorry about the smell of the one I sent in.
■ ***Peter Tucker, Plymouth, Devon***

Would it be possible to send me a poster of Bart if you have a spare one?
■ ***Jamie Keene***

Could you please, please send me a gift? I buy your magazine every month and enter all the competitions, but I've never won anything.
■ ***Lee Harding***

I badly want the *Street Fighter II* novel as it is my best game and I am dying to find out more about the characters…
■ ***Antony Jennings, Liverpool, Merseyside***

I think that Rob guy in your magazine should have a haircut.
■ ***Wayne Patterson, Stockport***

I hope Nick doesn't mind the lipstick on the photograph.
■ ***Cynthia Wright, Dumbarton, Scotland***

I think £3.95 for a magazine (not mentioning any names) is disgusting. I'm glad you guys have put your price down, not up.
■ ***Samantha Harris, London***

Just like to say all you guys looked really ridiculous wearing little red hats with pom-poms in the last issue. And why is one guy wearing underpants on his head?
■ ***Daniel Fortescue***

My dog has buried my *Street Fighter II* cart in the garden and I'm really cheesed off.
■ ***Reg Snorbet, London, W1***

I really want an SNES for Christmas, but I don't think my parents can afford it.
■ ***Richard Peters, Liverpool***

My cat really likes Mario.
■ ***Phil, Wolverhampton***

Dynamic doodlers!

As always, we've been deluged with some great art from you guys and girls out there in Nintendo world. We'd love to put 'em all in the mag, but unfortunately they don't all fit. Here's a list of all those who put crayon to paper for N-FORCE this month…

Matthew Higgs, East Sheen, London
Ian Cormack, Ross-shire
Christopher Harrison, London
Martijn Kooiman, Northwood, Middlesex
Mihir Patel, Forest Gate, London
Gareth Edwards, Suffolk
Ben Counsell, Brighton, East Sussex
Iain Webb, Shortstown, Bedford
Peter Chamberlain, UK
Kaare Gilhus, Oxford
Sam Ledeboer, Stockwell, nr Birdlip
Darren Guyton, Great Yarmouth, Norfolk
Stuart Lister, Fenton, Stoke-on-Trent
Sam Stuart, Deptford, London

Aaargh! Mihir Patel's SNES has exploded, and this is the result. What would you say to a fully-autographed copy of N-FORCE and signed *Street Fighter II* poster?

wouldn't mind paying a bit extra to keep the mag in great shape for further reference.
■ *Gavin Cullum, Fetcham, Surrey*

■ **Great idea, but that would mean a poster every month and Mr Blenkinsop, the little man who makes our bags, would have a heart attack!**

Dirty down under

My friend and I both own a Game Boy. I also own a SNES and my friend owns a NES. We play them all the time.

Our fave SNES game is *Krusty's Super Fun House* and fave NES is *Micro Machines*, while *Terminator 2* rules on Game Boy.

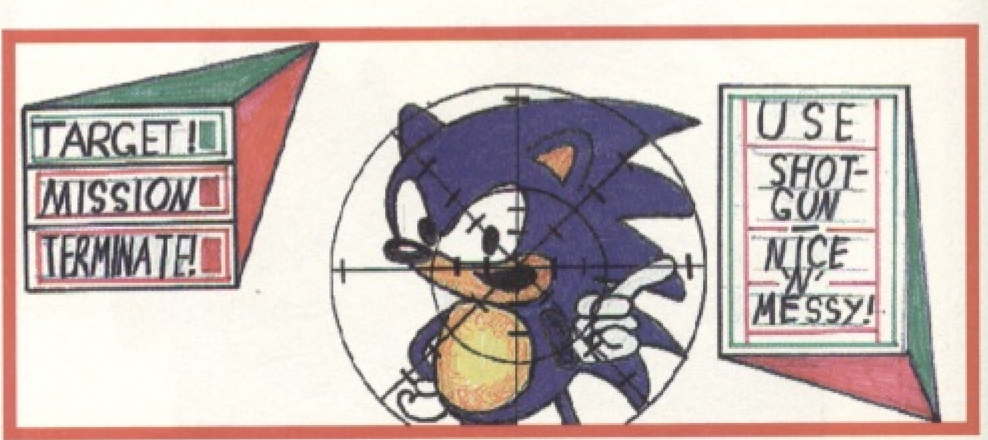
We think your magazine is filthy, that is unreal, and we buy it every month. Our crowning achievement is finishing *Bart Simpson's Escape from Camp Deadly* on Game Boy after having it for one week.
■ *Galati McKenzie, NSW Australia*

■ **Filthy?! Is everything in Australia filthy?**

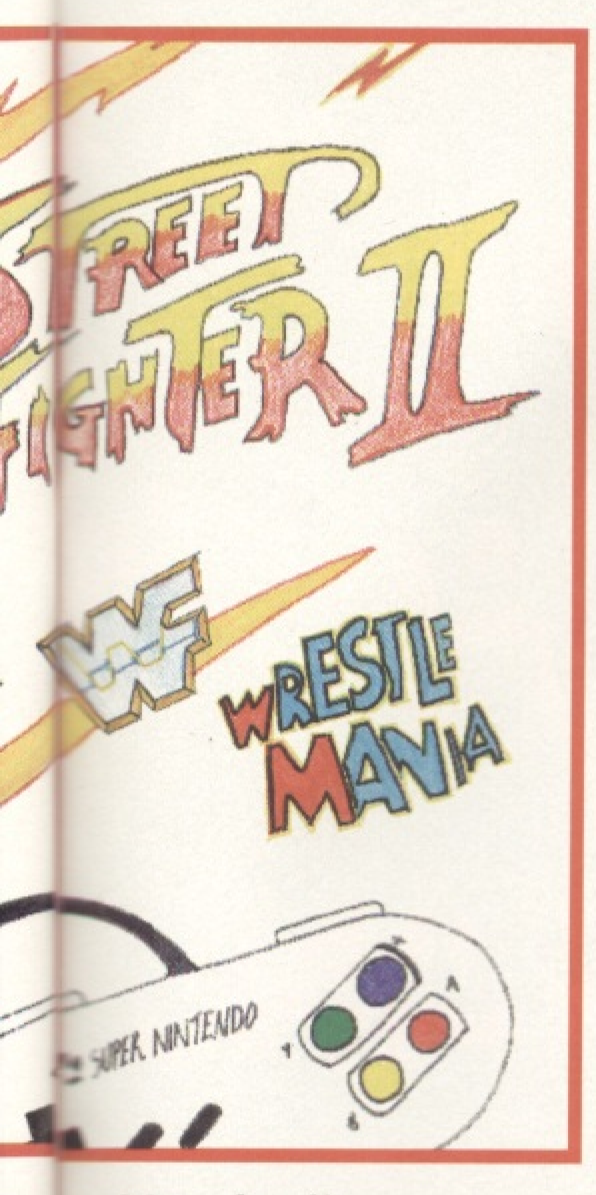
Stop fighting you guys

I think your mag is pretty cool, but don't know why every has to rave about *Street Fighter II* so much. I've played it and nearly got through to the end, but you get bored of it pretty quick. There are plenty of other games also, like *Zelda* and *Bart*.
■ *Kevin Moreton, London*

■ **So why is everybody buying *SF II* then?**



Darren Guyton of Great Yarmouth believes there's only one way to deal with obnoxious little hedgehogs. Hope you enjoy your autographed N-FORCE T-shirt…



It's a rip off!

I've had an NES console for about three years and even though the SNES is much better there is still some really good games for it.

Your story on NES machines (N-FORCE Issue 7) was right. The price of some of these games really get on my wick. How can companies charge £40 for a game when you can buy a SNES cart for around the same price?

It's about time they started thinking about games players, and not filling their pockets.

I'd buy a lot more games if they were priced about £20 quid, and I'm sure many other would agree with me.

■ *Jane Watkinson, Penzance*

Hate Sonic? Love N-FORCE? Can't stand broccoli? We want to know! Just post your scribbles to Junk Mail, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Oh, and don't forget to photograph your face for us to put in the mag...

What's your problem!



Don't sit there fretting because your *Street Fighter II* cart won't fit into your Game Boy. Ask the man who knows — Mr Nintendo himself — Nick Roberts. Send those questions into: What's your problem?, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Silly billies!

I've recently taken out a subscription to N-FORCE, including the converter for my SNES. But now I'm a worried man as I've just read the Q&A page of a rival Nintendo mag claiming a converter can quickly blow the fuse in SNES and Nintendo will refuse to repair the machine — even if still under warranty. Have you heard of this happening?

■ *M G Doyle, Kent*

There is some truth in what these amateurs say but they do talk a lot of tosh. The ultra cheapo adaptors (made of a circuit board, edge connectors but no case) are dodgy, but acknowledged ones like Datel Universal Adaptor, Games Master or the Krazy Konsoles adaptor are much safer! The only result is access to lots of lovely Japanese and American SNES cartridges!

Brotherly love!



My brother and I love your magazine. Could you tell us if M. Bison is the last guardian in *Street Fighter II*?

■ *Mark and Peter, Mill Hill, London*



He is on the English version. On the Japanese version his name is Vega.

Ahh, soo!

Shades you cool dude, I need help. I picked up a copy of the SNES game *The Legend Of The Mystical Ninja* — I got it cheap because it had no instruction book. So if you or any of the crew have any useful hints please let me know.

Keep up the great work on the mag.

■ *Paul Fargin, Merseyside*

What you want is Carl's definitive guide to the game which we printed back in Issue 2. Buy that magazine from the Back Issues page and all your problems should be solved!

Quest for a game

Please will you answer these questions?

1. Are you going to review *Mario Bros* 1, 2, 3, 4 and *Super Mario Land* 1 and 2?
2. What is the best beat-'em-up for the NES?
3. What is the worst NES game?

■ *Steven Gilson, Preston*

The first three NES Mario games and Game Boy *Super Mario Land* are old hat now but as soon as *Super Mario Bros 4* is released you can guarantee we'll review it. *Super Mario Land 2* is on pages 32 and 33 this issue!

As far a beat-'em-ups go one of the best I've played is *Street Gangs*. It's not in the traditional style but you can literally pick up anything and throw it at your enemies — dustbins, knives and your mates included!

What ever you do don't buy *Action 52*. It's bad news!

Europroblems!

I live in the Netherlands and I've loved your mag ever since I subscribed. I'm a proud owner of all three Nintendo formats, but I'm particularly wild about the SNES. The problem of a lack of games — it's worse than in the UK.

There are around eight games available. I've been waiting for *Zelda 3* for a long time now, and even when I can play that, I'll probably have to wait years for other great games like *Joe 'n' Mac*, *Parodious* and (although they say it's coming soon) *Street Fighter II*. In the UK this problem has been solved by a wide variety of universal adaptors and that's very good. My problems would be solved with such an adaptor, except I'm not sure it will work on my Dutch system.

So my question is, do any of the universal adaptors (such as the Super Adaptor) work on my Dutch SNES? The adds say they're for US/Jap to UK but don't mention European machines.

■ *A Dutch N-Force reader, The Netherlands*

As far as we know these adaptors are European rather than UK so they should work fine with your SNES. I should ask someone to test them out on a Dutch machine before parting with your money.

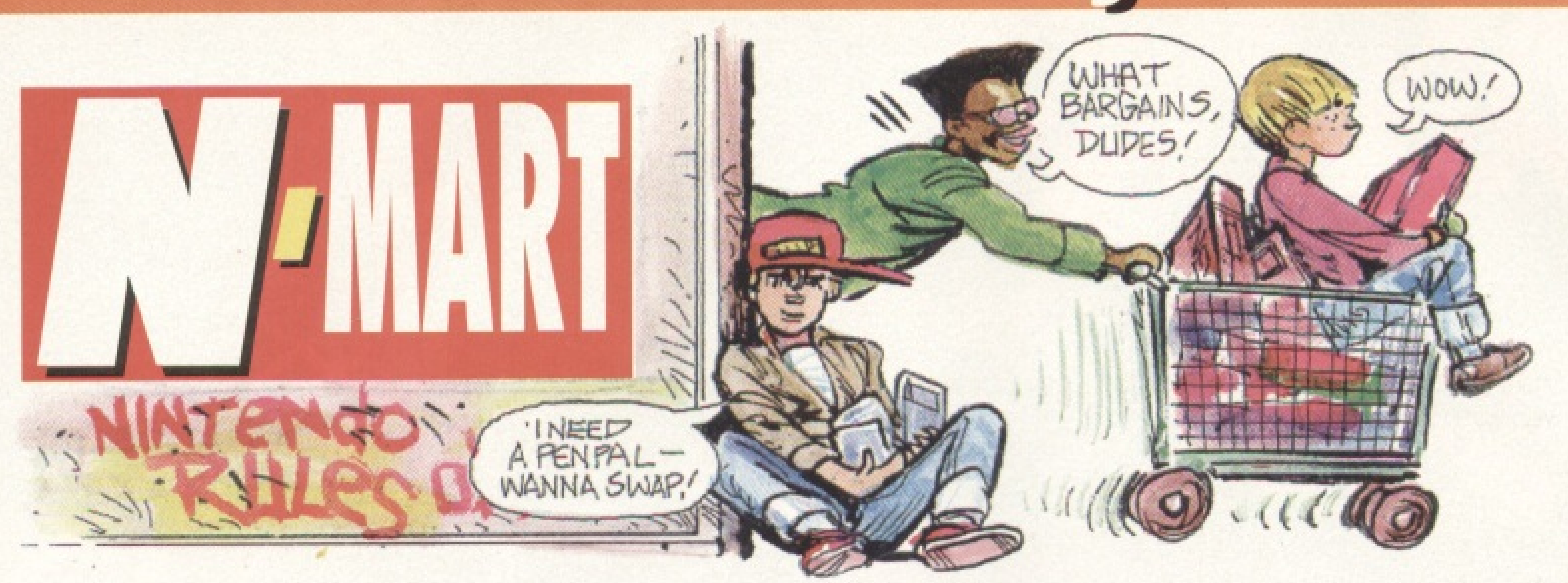


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THE WORD
SPIDER-MAN 2
GAME BOY
THE SIMPSONS
BART VS. THE JUGGERNAUTS
Acclaim
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WWF SUPERSTARS 2
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Nintendo
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GAME BOY
DOUBLE DRAGON 3 THE ARCADE GAME
Acclaim
Nintendo
FERRARI GRAND PRIX CHALLENGE

★ It's all FREE? They must be mad! ★



Forget the January sales, they aren't a patch on the bargains you get in N-Mart. It's packed with all manner of loveliness including our swaps and wanted bits. So get stuck in and see what you can find.

● PEN PALS

● Street Fighter II pen pals wanted, girl/boy must have SNES or NES, if so please contact M Bison on 2 The Birches, Shandon by Heienurgh, Scotland, please send SAE.

● Gamer-Link! The pen pal club for gamers, run by gamers! Free swap service! Send and SAE for details to: 28 Church Field, Ware, Herts, SG12 OEP.

● Pen pal wanted! Must owns a Super Nintendo and be aged between 11 and 14 years old. Danny Jackson, 2 Malvern Rd, Bunthorpe, Peterborough, Cambs.

● WANTED

● Nintendo Power Glove. Someone out there must have one! Phone Martin on (0742) 666458 please it's this or my head!!!

● Super NES and Famicom games wanted large or small collection or single games wanted. Will also buy console if with good games. Tel: (0527) 32230. Ask for Steve.

● Super NES games wanted, phone Simon on (0262) 468400.

● FOR SALE

● American (scart) SNES with two controllers and PSU. Perfect condition and quality with advanced colour mode. Three games: Super Mario World, Super Tennis and Street Fighter II. Will sell complete for £225 ono. Tel (0444) 414891.

● American Super NES game for sale, John Madden's football, excellent condition plus super adaptor. All for £35. Phone Alan on (0923) 260195 after 4.30pm on weekdays.

● Amiga A500 boxed all plus additional 512k, Commodore monitor, excellent condition, call Nadeem on (0602) 481806 between (5-6pm).

● Amiga A500 for sale. 1 Meg upgrade, sampler, action replay cartridge, mouse, joystick and vast selection of software. £300 ono. Phone Spencer on (0502) 569715.

● Atari 800XL for sale — together with ten to 15 games and two joysticks. Good condition. Will sell for £50 the lot. Call Mr Simpson on (0529) 21395.

● Boomerang radio-controlled car for sale, everything included: controller, battery, carry case, charger. Ready to run £100 ono. Great condition. Please telephone (0354) 54168 after 5.30pm and ask for James.

● For sale for the NES Faxandu £15, Double Dragon £20, WWF £18 ono or all three for £50. If anyone is interested phone Craig on (0492) 530790.

● For sale, one pair of Skis with boots. Good condition £40 bargain, or swap for for Game Boy. Tel (0483) 861137 ask for Tim.

● Game Boy and five games — Tiny Toons, Castlevania, Kick Off, Nintendo World Cup and Tetris, only £110. Phone John on (051) 226 0501, after 3pm.

● Game Boy games for sale, all boxed with instructions, Duck Tales £15, Tennis £13, Nemesis £12 (no box) or all for £36 or consider swapping for SNES game, Christmas comes early. Tel Jamie (03552) 28641.

● Game Boy plus Game light, plus four amazing games including: Revenge of the Glator,

● Game Boy Tetris, Bart Simpson, Mega Man (received 92%) Price £60 Contact Leon on (051) 733 5852. Reply quickly before it goes. Spectrum 128k+2 with many games including Lone Wolf, Rainbow Islands, Head over Heels, (classics). Contact Leon on 051 733 5852 £30.

● Game Boy, adaptor, carrycase and eight games including Prince of Persia and Mario. Any reasonable offers on (081) 366 0703 and ask for Graham (after 5pm).

● Games Workshop, Roleplay games, Blood Bowl, Advanced Hero Quest and Advanced Space Crusade, £12 each or swap each one for SNES or Famicom game. Tel: (0924) 848007, ask for James.

● I must be nuts! NES, two controllers and advantage plus six games, SMB3, Ninja Gaiden. S.S.V Zelda 2, TMHT, Longman. A must at only £135 ono. Phone Regan 4/6pm — 9/10.30pm on (0492) 533289.

● Japanese Mega Drive, lots of games, example Fighting Masters, Italia '90, Truxton etc. £100 or will swap. Call Sam on (0532) 787319

● Master System with extra joystick for sale £30. Phone (081) 504 6313 and ask for Steven.

● Master System for sale with phaser, seven games, joypads and joystick for £150 ono, write to Trench Bridge Farm, Ellesmere, Shropshire, SY12 9DS.

● Neo-Geo for sale with two games, Magician Lord and Blues Journey. One controller only, five months old £300 ono. Tel: (081) 60 7245 (Evenings only after 6pm).

● NES and Famicom games for sale, American: Dick Tracy, and Silver Surfer £15 each for NES Famicom Smash TV £30. Contact (081) 8863307 (London only).

● NES bargain sale, joystick, two joypads, three games — Solar, Jetman, Stealth Fighter AFT, and Turtles, sell for £90, call Sean on (0272) 569297.

● NES console controls, Zapper, thirteen games, £250 (081) 878 0366.

● NES for sale with six top games and advantage joystick worth £410, sell for £200 ono. Phone Mark after 6pm on (0252) 524842.

● NES for sale, four joypads with four score and three games, Mario 1, Tetris, World Cup, selling for £100, call Rakesh on (081) 740 7937 after 3.30pm (weekdays).

● NES for sale, nine months old, two joypads plus two top games, Megaman 2 and Snake Rattle and Roll. Phone (021) 472 4985 after 6pm.

● NES for sale, three games, light gun, Duck Hunt, Mario 1, Fester's Quest, ask for Fred on (0223) 328354, £90 or swap for Game Boy with Tetris, Super Mario.

● NES for sale, with SMB 1/2/3, Shadow Warriors, Double Dribble and Bart Vs Space Mutants, two joypads, all wires, all for just £100, please ring (0865) 251565.

● NES games for sale. The Simpsons: Bart Vs the Space Mutants and Super Mario 3. Also for sale one Quickshot joystick. £10 for the games and £5 for the joystick. Call (0923) 822898.

● NES games for sale: Ghostbusters 2

£15, World Cup Soccer £20. Wanted Teenage Mutant Hero Turtles 2, will pay £25. Phone Patrick on (091) 5482853 after 4pm.

● NES games for sale: Will sell Zelda, Off Road, Turtles, Life Force, Top Gun, £20 each or will swap any two for a SNES game. Call Lee on (0232) 840060.

● NES plus six games including SMB3 boxed, in mint condition, will sell for £160 ono. Phone Simon on (0677) 424130.

● NES with eight games including Duck Tales, SMB 2, Track & Field 2 and five others. Good condition £180 ono. Might swap Game Boy games. Phone David on (0689) 835767 (day time).

● NES with five games includes Mario 1, Rad Gravity, Gun Smoke, Turtles and Wizard's and Warriors. If interested contact Chris on (0452) 383838 after 6pm.

● NES with five games, Mario 1&3, Zelda 1&2, Snake Rattle 'n' Roll, all boxed with instructions. Ring (081) 560 2557.

● NES with zapper controllers, SMB1&3, Super Off Road, Megaman 3, Duck Hunt, Game genie. Contact Neil on (0225) 852267

● Nintendo Action Pack, two pads, light gun and great games, worth £270, sell for £180 ono. Ask for Steven on (0536) 68253.

● Nintendo and Light Gun, plus nine brill games. Worth £380 bargain at £220. If interested call (0772) 685055. Price negotiable.

● Nintendo for sale, two control pads and five games: Rad Racer, TMHT, SMB2, Punch Out and Xevious, £140 worth £230. Phone after 4pm on 081 391 2616 and ask for Leon.

● Nintendo games for sale from £5-£30 games including Mario 3 and others. Ring Mark on (0298) 84373. After 5pm.

● Nintendo games, Tennis £25. WWF £25. Double Dragon £25 and World Cup Soccer £20. Ring Andrew on 081 952 7268.

● Nintendo NES for sale with eleven games including Mario 1, 2, 3 Simpsons Lifeforce and Zapper £150 ono with Duck Hunt game contact Derek on (0730) 87500.

● Nintendo NES for sale, ten top games, two month old, Game Genie, four controllers, zapper worth £500. Sell for £250. Tel: (0532) 734586.

● Nintendo, two joypads and Super Off Road, Bart Vs The Space Mutants, Punch Out, Mario 1, Duck Hunt, Advantage joystick and zapper, £160. Mint condition, only two months old, all boxed. Phone Rhiad on (021) 445 6029.

● One Game Boy game for sale — Harmony. Half price only £10. Phone now on (081) 573 2439, ask for Sean.

● One Nintendo NES and five games including Super Mario Bros 2&3 and Castlevania II, also included two joypads, still boxed. £110 ono. Ring (081) 302 4394 after 5pm.

● PC Engine hand held with four games, sell for £150 all boxed. Lynx 1 and three games and Game Boy and two games for £70 both unboxed. Ring Bryan on (081) 294 2013 after 7pm please.

● Radio controlled 'Serpent Impact' gas-powered car, transmitter, starter, battery, etc, ready to run. Never raced worth £300+, will sell for £250 ono, or swap for Amiga A500, preferably with 1 Meg upgrade plus games, good condition. Phone Michael on (0569) 30469.

● Sega game Gear for sale, four games Olympic Gold, Columns, Mickey Mouse, Donald Duck £100 all, will swap for SNES with one game, calls after 4pm.

● SNES American (scart) with two controllers and PSU. Perfect condition and quality with advanced colour mode. Three games: Super Mario World, Super Tennis and Street Fighter II. Will sell complete for £225 ono. Tel (0444) 414891.

● Super NES game for sale, Pilot Wings (American) £25. Phone Kevin on (0872) 552650.

● Super Nintendo with five games, F-Zero, Contra Spirits, Street Fighter II, Mystical Ninja, SMB4, all boxed full instructions, Universal adaptor, worth over £360, sell for £250. Call Spencer on (0430) 874007.

● Trezeta, black speed skating roller boots, six with new bearings. Phone (021) 744 1988 and ask for Ryan. Offers around £40.

● Two Famicom games for sale, Big Run and Great Battle also Pitfighter (USA), no boxes or instructions, offers please to Ian on (081) 691 9818 or swap.

● Two NES games for sale. The Simpsons: Bart Vs the Space Mutants and Super Mario 3. Also for sale one Quickshot joystick. £10 for the games and £5 for the joystick. Call (0923) 822898.

● Two Famicom games for sale, Big Run and Great Battle also Pitfighter (USA), no boxes or instructions, offers please to Ian on (081) 691 9818 or swap.

● SWAP

● Hey! Will swap my NES for either a Mega Drive, Neo-Geo or games for a Super NES. My NES has four games. Tel: Paul on (051) 420 6502.

● I am willing to swap my Nintendo NES with zapper gun, three joy pads, five games for your Sega Game Gear with games. Phone Craig on Blackpool 691259.

● I will sell or swap my Lynx 2 and five games for £150 or SNES and Street Fighter II, all games with instructions. Tel (0252) 783421, ring after 6pm ask for Gordon.

● I will swap my Game Boy with three top titles and AC mains adaptor and battery pack and game light for a Mega Drive with three games and two joypads, Sonic 1 if possible. Phone Oliver on 05888268

● My SNES with Mario for Mega Drive with ten games, also many games for swap. Phone Brian after 7pm on (0463) 221173.

● NES, two joypads with five games including Batman, Mint condition still under guarantee, everything boxed will sell. Phone Peter on (0656) 668607.

● Oi! You! I will swap my Tiny Toons, Bart or TMHT 1 on the Game Boy for Golf Tennis or Dr Franken one for one. Phone (0727) 833362 (9pm)).

● Super Nintendo games to swap, also games wanted for lists send your address to: Robert Sherwood, 17 Danesmoor Rd, Withington, Manchester, M20 9JT. All letters answered.

● Yo! Dude! I will swap my NES with six games including SMB1, Life Force, Joe & Mac, and many more for your Super NES. Tel: (0997) 421385 (6-8pm) weekdays.

● You lot! I will swap my Tiny Toons, Bart or TMHT 1 on the Game Boy for Golf Tennis or Dr Franken one for one. Phone (0727) 833362 (9pm)).



It costs nothing!

● N-Mart advertisements are free to everyone except businesses, companies and wobbling hard-boiled eggs. Just fill in this form (one word per box) and send it into N-MART, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

SECTION: for sale ❐ wanted ❐ pen pals ❐ clubs ❐ swap ❐

Name .... Address ....

.... Post code ....

Tel: ....

● N-FORCE will try its best, but can't promise to put every ad in. Also, we can't take any responsibility for incorrect ads or as a result of ads placed in this section.

Next Month

You! Yes, you! Stop! Don't move! Whatever you do, don't turn the page until you've heard this important station announcement.

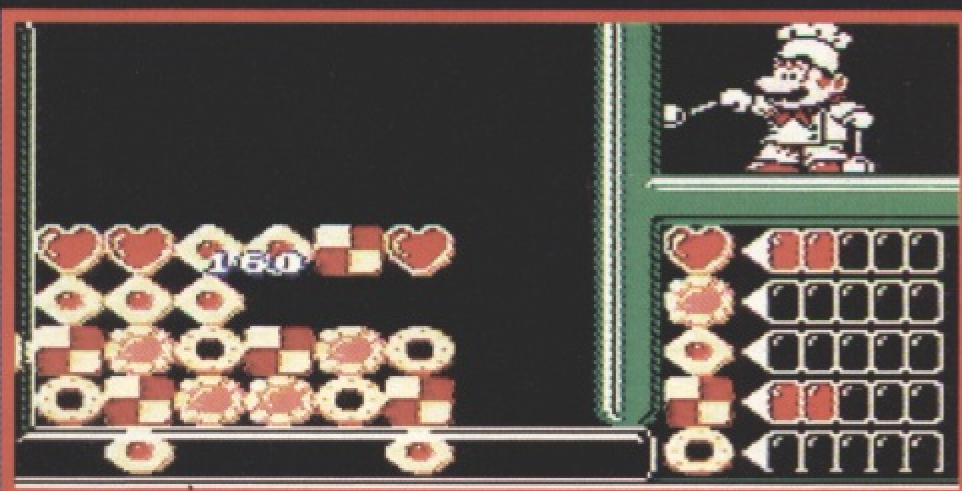
● N-FORCE, 100% for your Nintendo, would like to inform passengers that the magazine now standing in the siding is the March edition of N-FORCE carrying a huge consignment of...

● Free, bendy, papery, enormously artistic, terrifically desirable, fantastically addictive, completely inexpensive to the point of being free things!

● The game now standing at Platform Three is *Super NBA Basketball* on the SNES. With superb graphics and fabulous gameplay, this game will terminate with stunning sonics.



● N-FORCE would like to announce the early arrival of *Yoshi's Cookies* on the NES. This exclusive first class game will be departing from Platform Two on time.



● This is a staff announcement. Would Station Master Nick Roberts report to the game controller's office to present the timetable for Six of the Best two-player games on all formats.



● The game at Platform Five is the *Tradewest Pro Quarterback* SNES intercity express service to spiffing Mode 7. Calling at 360 degree sprite rotation and smooth scaling via out of this world graphics.

For newcomers to the N-FORCE express, first-class options are located at the front of the magazine — just use the handy colour-coded guide to find all your favourite pages

●We would like to apologise to passengers for the delayed departure of the Game Boy sprinter, *Titus the Fox* — this has been due to the wrong type of snow and leaves falling on the programmer.

● N-FORCE would like to announce that massive competitions are available throughout the issue and are open to all passengers. A buffet car of tips serving this months special — a *Zelda* solution will be situated at the centre of the mag.



● This is the last call for passengers for N-FORCE Issue Nine leaving from a newsagent near you and calling at — fantastic reviews, superb games, top quality information and all stations to fantastic entertainment!

On sale Thursday February 11

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The editor's decision in final in all competitions. Full rules are available on request. All competition prizes are subject to availability and Europress Impact reserves the right to substitute prizes of equal value. We cannot undertake to return anything sent to N-FORCE unless accompanied by a stamped addressed envelope.

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WILL YOU SURVIVE STATESIDE?
The answer's in your hands. If you're up to the challenge, maybe you'll live to fight another day...but be warned, when the action's this fast and furious, only the toughest survive.
STREET GANGS
Yo Dudes! Do YOU have what it takes to mix it good style with the meanest gangland boss around? Choose your weapons - trash cans, worn motor cycle wires, anything that'll cause some serious damage - and pick up extra powers to perfect every lethal combat technique in the book as you knuckle your way through the toughest streets in the world.
Console Countdown Game of the Month- Game Zone
ACTION IN NEW YORK
It's the 21st Century and our planet's in BIG trouble. An alien force is poised to blow us all to hell. Now the final showdown is about to begin as part-human part-machine warriors battle to save the world. Master the mind blowing weaponry and wipe out the weirdest enemies you've ever laid eyes on... the survival of the world is in your hands!
"A very fine shoot 'em up. One of the best I've seen on the NES" Game Zone.
Action in NEW YORK
STREET GANGS
FOR ONE OR 2 PLAYERS
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The Battle is about to begin!

The year is 2636 and Earth is faced with the threat of a massive invasion. The mad, mutant alien rebels are back with a vengeance, looking for their revenge - the anihilation of the human race.

Earth's only hope is the PROBOTECTOR, the strongest fighting robots in history, but will they be enough? Can they destroy these miserable mutants in time to save the world…



